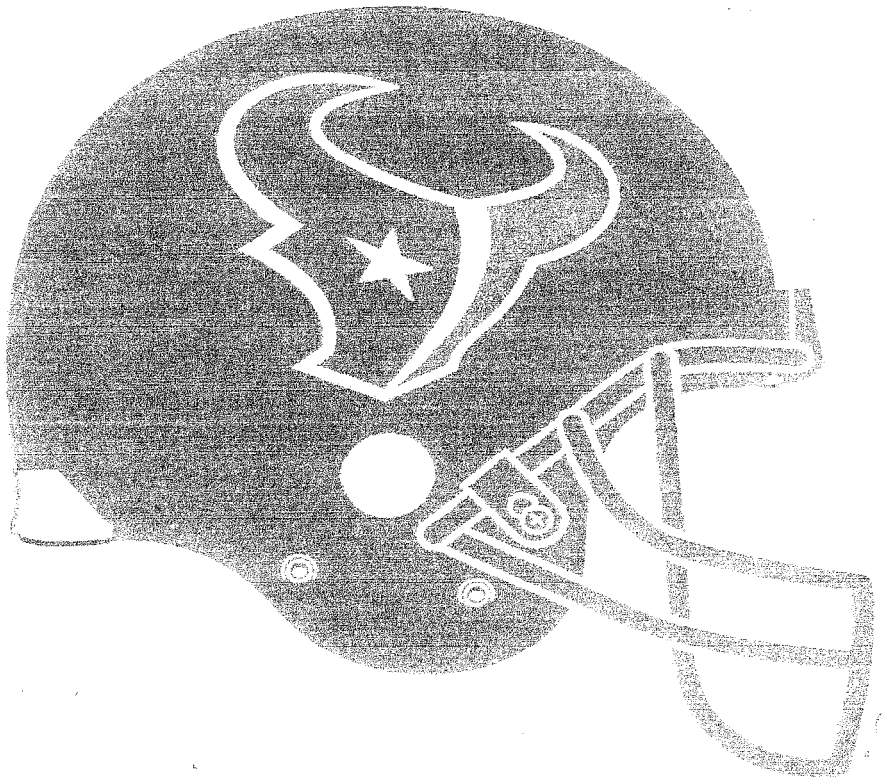
2003
TEXANS OFFENSE



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2003 TEXANS OFFENSE
General Information

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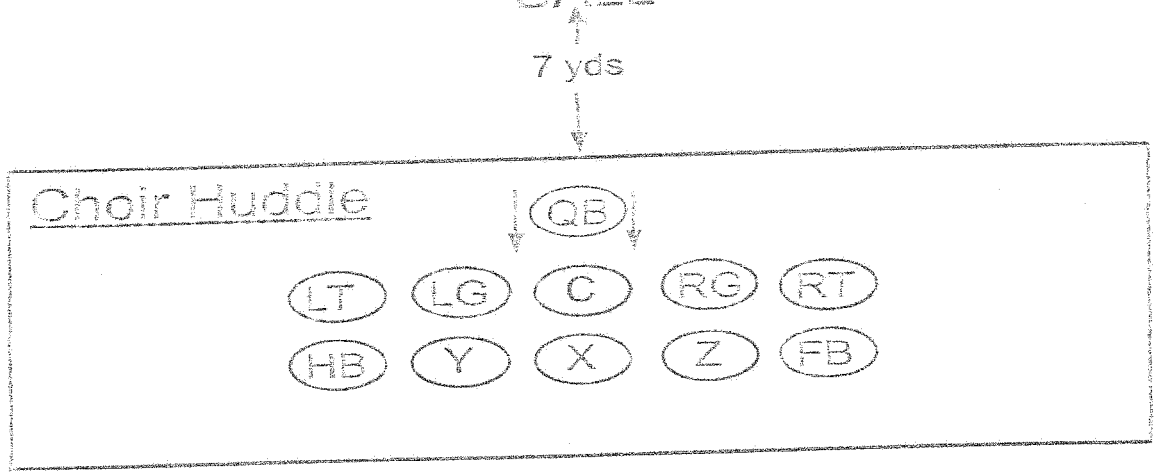
THE HUDDLE



Huddle
NOTE: At No time can the Offense have more than 11 people in the huddle.

1. Center will be the first man to set the Huddle seven yards from the ball. Hurry. QB aligns in front of the Huddle facing the Offense. We will align in a "Choir" huddle.

2. Remember we have only 40/25 seconds to get a play started - We must save all the time possible by being efficient in our huddling - time starts as the referee brings his hand down or the umpire raises his hand.

3. Keep a Constant Huddle - the shape and appearance is the responsibility of each man.

4. The QB does the talking - All others LISTEN! The QB must talk straight out - Not up in the air or down at the ground - see all of your men.

5. OL in front row of huddle assume position with hands on your knees.

6. After giving the play Number, the QB will say "READY" - then pause - All clap hands which is the signal to break the huddle - jog to the LOS! - NEVER WALK!

7. The Center and Wide Receivers break the Huddle when the Snap Count is given - you must Run Fast - sometimes you must cover alot of distance.

8. When sent in with Information, get it to the QB - Do not leave the Sideline unless you thouroughly understand the information.

9. A clock located in the End Zone, and in full view of the players, will be started on the referee's signal before each play - We will have 40/25 seconds to get the ball in play.

10. If we are in Hurry-Up Offense or Two-Minute Offense and we substitute without a Huddle, you must enter while ball is Dead and move onto the field as far as the Inside of the Field Numerals before aligning in a formation.

HUDDLE SITUATION - CADENCE

HUDDLE SITUATION

5. The QB always makes his call in the same sequence:
   1. Shift (Optional)
   2. Formation (motion and adjustments possible)
   3. Play
   4. Starting Count

      Example: C Weak Slot; Ride 39 Bob

CADENCE

1. The Cadence is a combination of Words and Numbers used in a Non-Rhythmic count. It is imperative that the Cadence becomes an offensive weapon. This can be accomplished by:

   A. QB calling the "HUT" in a non-rhythmic fashion.
   B. QB changing the starting count.
   C. Offense getting off PRECISELY on the Count.
   D. Double Cadence
   E. Disregard

2. Words will always be used in the Cadence.

   A. We will begin our cadence with a Down Lineman count by the QB (i.e.: 3 Down, 4 Down (Sub, Bat), 5 Down (Cub)
   B. The "SET" command will be next followed by two groups of Numbers or Words. (i.e.: 2-98, 2-98) (2-Buffalo Bruce, 2-Buffalo Bruce)
   C. "Hut" will be used to ignite the offense following the second group of Numbers or Words.

3. Possibilities of our Starting Count

   A. 1st Sound - HUT
   B. 2nd Sound - Down Lineman Count followed by HUT
   C. 2nd Number - 4 Down, Set, 2-18, HUT
   D. On One - First HUT after Numbers
   E. On Two - Second HUT after Numbers
   F. Double Cadence - Use Cadence Twice

4. Examples:

   A. 2nd Sound - 4-Down, HUT
   B. On One - 5 Down, Set, 2-18, 2-18, HUT
   C. On Two - 3 Down, Set, 1-14, 1-14, HUT, HUT
   D. On Three - 4 Down, Set, 2-84, 2-84, HUT, HUT, HUT

CADENCE-AUDIBLES

5. All plays CHECKED at the LOS will be snapped on TWO. This includes all Packages, Audibles and Directions.

6. Any shifting will take place on the Down Lineman Count, i.e., "4 Down" - The shifting will then begin. The QB will repeat the Down Lineman Count followed by "Set".

7. Any movement will occur on the heel of the QB.

8. SILENT COUNT - This will be used when the Offense is having trouble hearing the Quarterback in the Shotgun formation.

AUDIBLES

A. AUDIBLES give us the ability to change a play called in the huddle to a New play at the LOS. The audible concept is based on RECOGNITION.

Huddle Call - 0, Ride 39 Bob, On Three

Desired play is based on defensive alignment

If the Snap Count in the Huddle is repeated at the LOS, the Number or Words following the snap count is now the new play. The snap count is automatically on TWO.

Example: "3-Down, Set, 3-90, 3-90, Hut, HUT"

B. Automatics refer to plays called at the LOS, selected from a predetermined group of plays.

C. If an audible situation occurs and the snap count is on the 2nd sound or 2nd number, before the QB puts his hands under the center he will say to the left and right "On Two-On Two". The snap count is now changed to two and the audible may be used.

Example: "3-Down , Set, 2-90, 2-90, Hut, HUT"

D. If the cadence has begun and an audible situation presents itself, the QB may change the present play to the predetermined audible, by stepping off the LOS and repeating the word 'Check" with the desired play to the left and to the right.

Example: "Check 90, Check 90, Hut, HUT"

The snap count is now on Two. (Obviously within one sound of the original snap count, he cannot change the play)

[illegible] OFFENSE GENERAL [illegible]

PACKAGES

A type of automatic used in which pass plays or run plays are grouped to take advantage of specific coverages or specific defensive alignments. In the Huddle, the will be called beginning with the word PACKAGE.

DIRECTION

A type of automatic used in which a particular play is called in the Huddle and the direction of the play is called in the Huddle and the direction of the play is determined at the LOS. The direction of the the play is determined at the LOS. The direction of the play is based on defensive alignment. The QB will keep the play on if the direction called is appropriate to the defensive alignment. If the defensive alignment calls for the play to be checked, the QB will say "Opposite" and the snap count is now on "Two".

Example: "4-Down, Set, 2-Opposite, 2-Opposite, Hut, HUT"

OMAHA

The QB may call "Omaha" as the offensive unit is breaking the Huddle. This means the play clock is running out and we must get to the LOS quickly. Any shifting or movement called in the huddle is off and you align in what would be the finished formation. The ball would be snapped on the 2nd SOUND ("4-Down - HUT") and you run the play called in the Huddle.

THUNDER

The QB may call and signal "Thunder" as the offensive unit is at the LOS. This means a deployed receiver is uncovered and will run a "Now" or vertical route looking for the football in the uncovered area. The Line will block Firm with tackles and TE cutting. Everything called in the Huddle is Off. The ball will be snapped on the 2nd SOUND ("4-Down - HUT").

BINGO

The QB may call and signal Binco when the offense wants to hurry to the LOS and run a play before the defense can get set. The ball will be snapped on the 2nd SOUND ("4-Down - HUT")

1. An Opposing Coach may want to challenge a successful play. We will get set and run a pre-determined play before the challenge can be made.

2. After a Long Pass Completion or Long Run, we will hurry to the LOS, get set and run a play before the defense can get set or substitute personnel. We will catch them in a mismatch or with too many men on the field, especially near the GL.

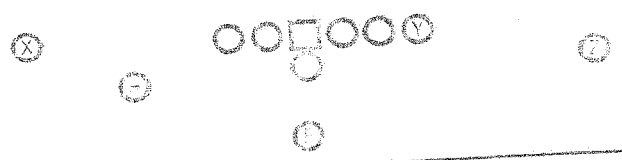
BINGO

Our Bingo Offense allows us to Hurry to the LOS and run a play before the defense can:

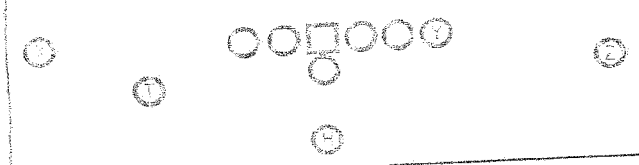
1. Substitute Personnel
2. Challenge a Play
3. "Catch Their Breath"

We will align in 0 Out Formation.If we are in Flush, We will align in 0 Half Rt.
In our Jacks or Jumbo GL Personnel, we will align in 0 Tite Close.

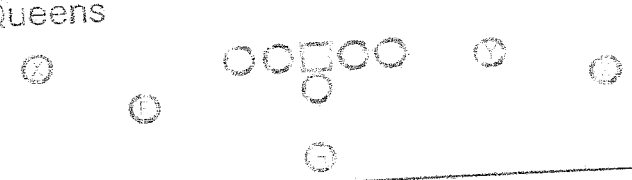
Regular



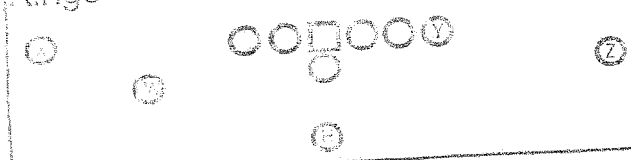
Ace



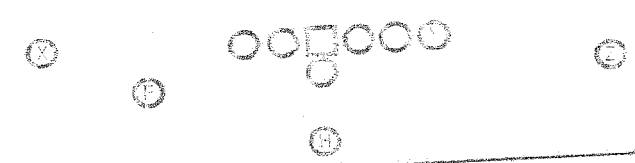
Queens



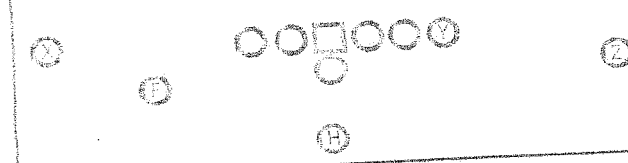
Kings



Tens Heavy

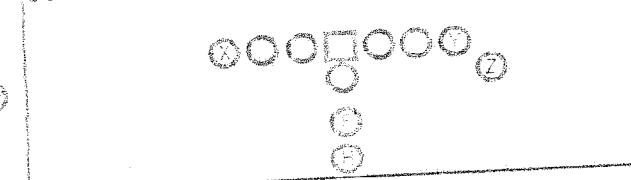


Tens



Flush

Jacks



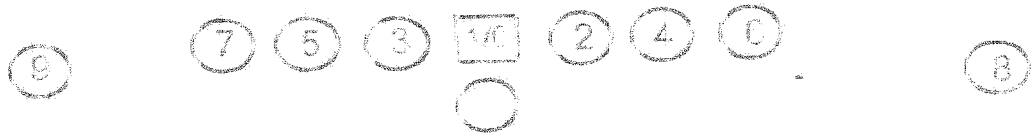
Codewords:

"Army" = Ride 38 Slash
"Navy" = 76 Y-Sail ____Hot
"Air Force" = QB Sneak

Goalline Codewords:

"Marines" = Slant 32 Lead
"Coast Guard" = Ride 137 D.S. Stay X-Flag

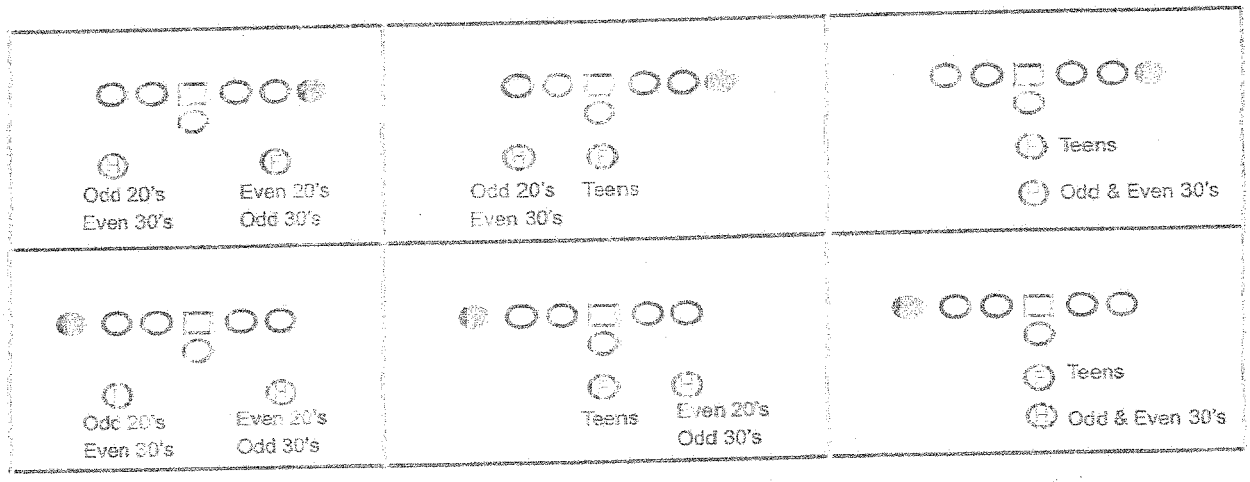
NUMBERING OF HOLES / BALL CARRIER



1. Holes are Numbered Even (0-2-4-6-8) to The Right, Odd (1-3-5-7-9) to the Left.
2. On all Blocking, the Hole is Off the Inside Hip of the Numbered Man.

NUMBER OF BALL CARRIER

1. Running plays will be numbered 10 through 49 and called in backfield series by a word description. Examples: Slant, Ride, Toss, Counter, etc.

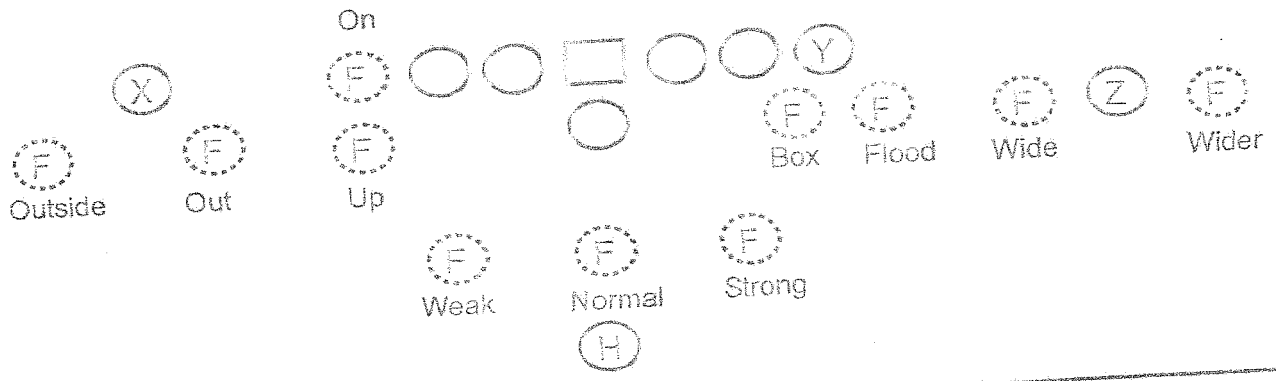


2. 40's — Draws
3. 50 through 99: — Drop Back Pass
4. 100 Series: — Play Action (QB in Tackle Box)
5. 200 Series: — Waggle, Break Perimeter or 1/2 Roll
6. 300 Series: — Bootleg and Naked
7. 400 Series: — Someone throwing the Ball other than QB
8. 500 Series: — Screens
9. 600 Series: — Run Action 1/2 Roll Concept
10. Special Plays: — Plays that Do Not fit above categories

[illegible] PERSONNEL COMBINATIONS [illegible]

1. REGULAR	2 Backs, 2 WR, 1 TE
2. ACE	1 Back, 2 WR, 2 TE (One designated T)
3. KINGS	1 Back, 3 WR, 1 TE
4. FLUSH	1 Back, 4 WR
5. QUEENS	2 Backs, 3 WR
6. TENS	2 Backs, 1 WR (Z), 2 TE (One designated X)
7. TENS HEAVY	2 Backs, 1 WR (X), 2 TE (One designated Z)
8. JACKS	2 Backs, 3 TE (One as X, One as Z)
9. JUMBO	Substituted GL personnel, 2 Backs, 3 TE (One as Substituted OL)
10. CLUBS	1 Back, 1 WR (Z), 3 TE (One as X, One as F)
11. CLUBS HEAVY	1 Back, 1 WR (X), 3 TE (One as T, One as F)
12. LOAD	1 Back, 1 WR (Z), 3 TE (One as Y, One as F, One as X)
13. STRAIGHT	4 WR, 1 TE (Designated)

(F/T/W) ALIGNMENTS



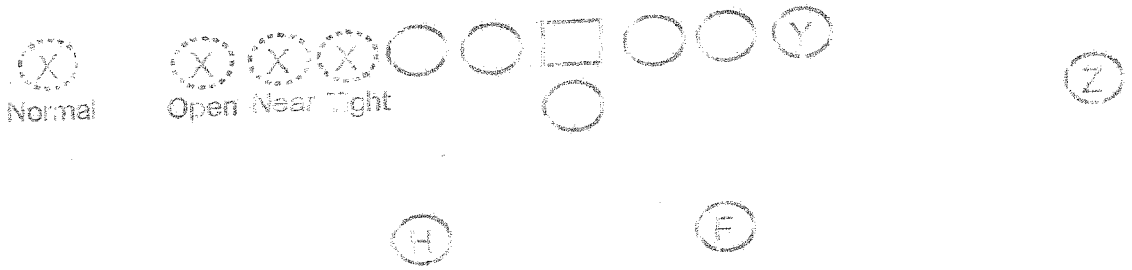
F & T ALIGNMENTS

WEAK	Away from TE (Split inside leg of OT)- Toes 5 yards depth from back point of ball.
UP	Opposite TE 1 and 1 Outside OT or X in Tite Formation.
OUT	Opposite TE between OT and X.
OUTSIDE	Opposite TE beyond X off ball.
FLOOD	To TE 1 and 1 from TE.
WIDE	To TE (Off the ball) as a WR. If Z is there, split the difference.
WIDER	To TE (Off the ball) aligned outside of Z.
ON	Opposite TE on LOS 2 foot split from OT.
FLOP	H & F switch alignments in backfield.
CHANGE	Term that signifies the H/F or T and designed player (W,T,F,H,X) changing alignments.
BOX	To TE, 1 yard off L.O.S. and 1 yard from OT, Inside TE.
MOVE	Position behind QB in preparation for going in motion or shift. (IF QB is in Gun - align along side of him).
STACK	Position behind QB with no movement (IF QB in Gun align along side of him).
TOY	Term that signifies the T and Y change alignments.

W-ALIGNMENTS

UP	Opposite TE 1 yard off L.O.S. and 1 yard from OT.
OUT	Opposite TE between OT and X (Off the ball).
OUTSIDE	Opposite TE beyond X off the ball.
FLOOD	To TE 1 yard off L.O.S. and 1 yard from TE.
WIDE	To TE (Off the ball) as a WR. If Z is there split the difference.
WIDER	To TE (Off the ball). Aligned outside of Z.
SPREAD	To the call on the ball outside of Z on the ball.
BOX	To TE 1 yard off L.O.S. and 1 yard from OT, Inside TE.
MOVE	Position behind QB in preparation for going in motion or shift. (IF QB is in Gun align along side of him).
STACK	Position behind QB with no movement (If QB in Gun align along side of him).

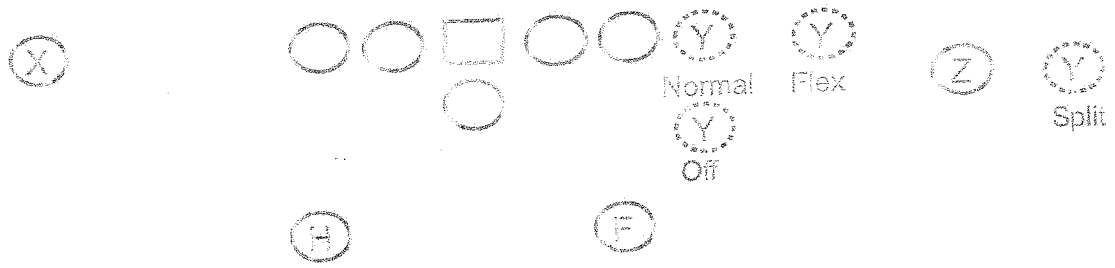
(X) ALIGNMENTS



X-AILIGNMENTS

NORMAL	Align away from Y according to play and ball placement.
TIGHT	1 to 3 feet from OT (ON the Ball).
NEAR	1 to 3 yards from OT (On the ball).
OPEN	3 to 6 yards from OT (On the ball).
CHANGE	Term that signifies the X and designed player (W,T,F,H,Z) changing alignments.
OVER	Align away from Y inside of Z.
TWINS	Align to TE.
OUTSIDE	Align away from Y inside of T/F/H/W.
X-MOVE	Position behind QB in preparation for going in motion or shift. (If QB is in Gun align along side of him).
X-STACK	Position behind QB with no movement (If QB in Gun align along side of him.

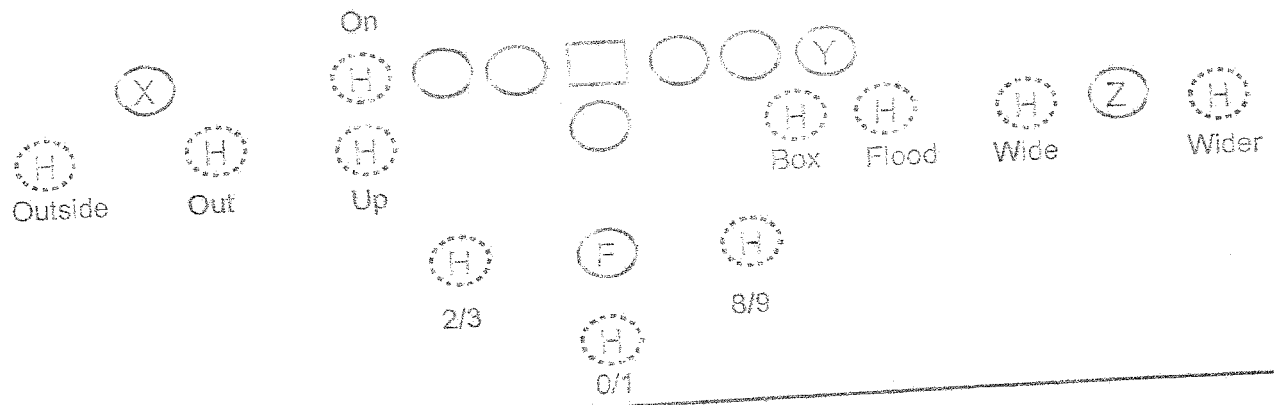
(Y) ALIGNMENTS



Y-ALIGNMENTS

NORMAL	2 foot split from OT.
OFF	1 and 1 from OT in normal position for formation called.
SPLIT	Position as a WR to your side on the ball. Outside of Z, if Z is there, off the ball.
FLEX	Position 2 to 5 yards from OT (Based on Play).
MOVE	Position behind QB in preparation for going in motion or shift.
STACK	Position behind QB with no movement.
BOX	Position 2 yards from OT.
TOY	T and Y exchange Positions

(H) ALIGNMENTS

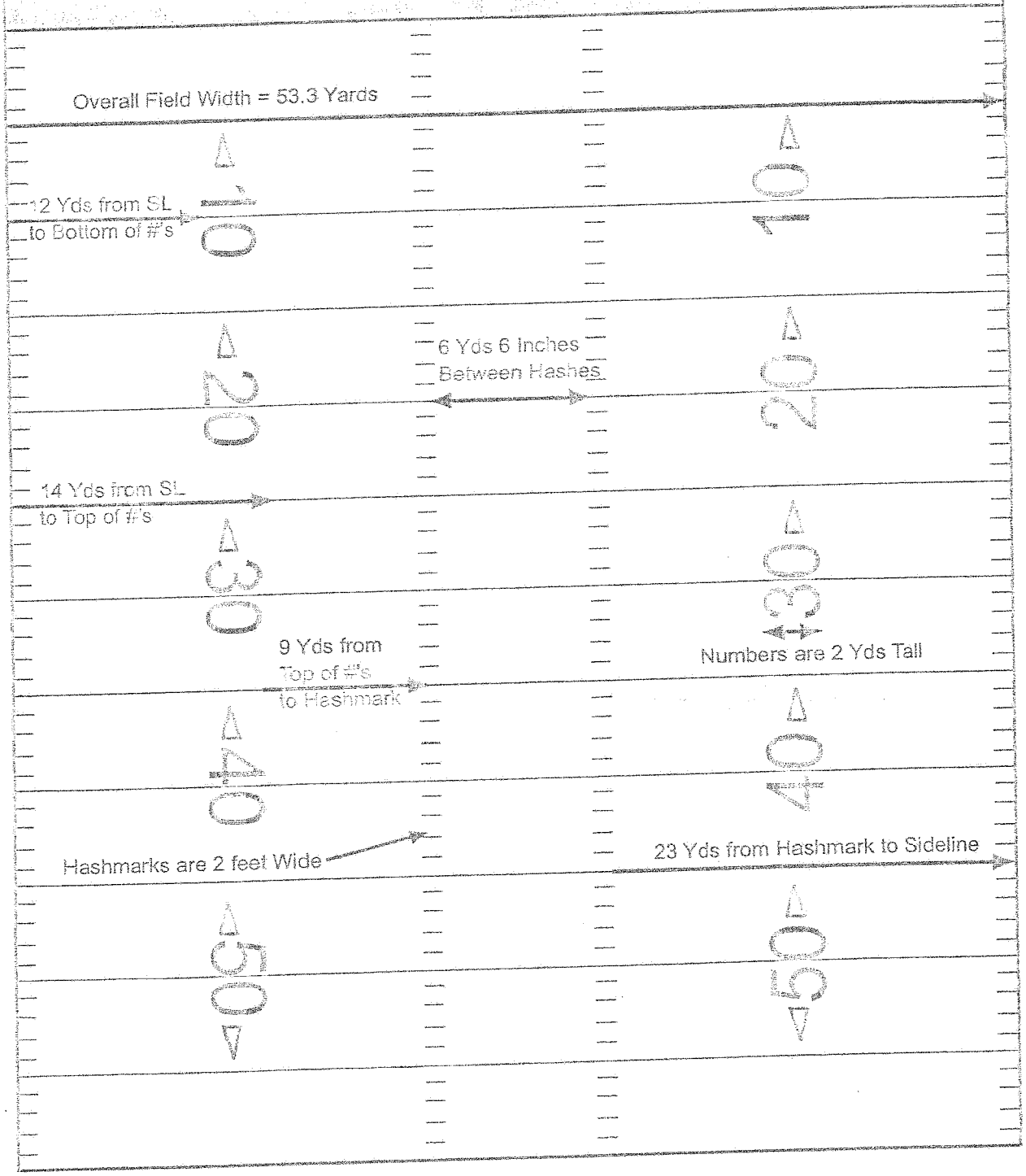


H-ALIGNMENTS

ZERO/ONE	2-pt Stance behind QB at a cepth of 7 yards from back point of ball.
NORMAL (2/3 or 6/7)	Opposite TE(Split inside leg of OT) Toes 5 yards depth from back point of ball.
8/9	To TE (Split Inside leg of OT) Toes 5 yards from back point of ball.
UP	Opposite TE 1 yard off L.O.S. and 1 yard from OT.
OUT	Opposite TE between OT and X (Off the ball).
OUTSIDE	Opposite TE beyond X off the ball.
FLOOD	To TE 1 yard off L.O.S. and 1 yard from TE.
WIDE	To TE (Off the ball) as a WR. If Z is there split the difference.
WIDER	To TE (Off the ball). Aligned outside of Z.

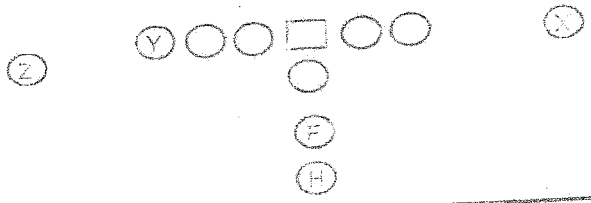
FIELD DIMENSIONS

TEXANS



FORMATIONS AND VARIATIONS

1



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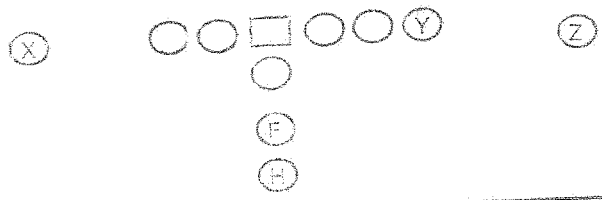

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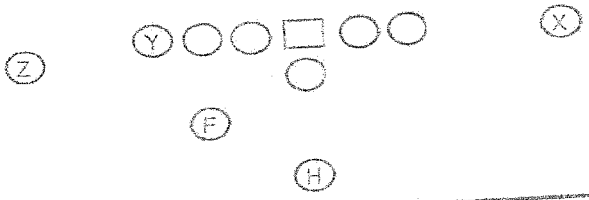

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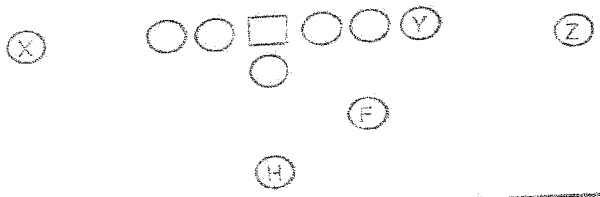

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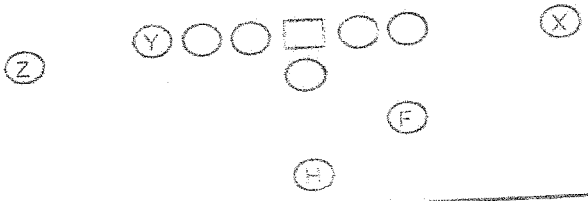

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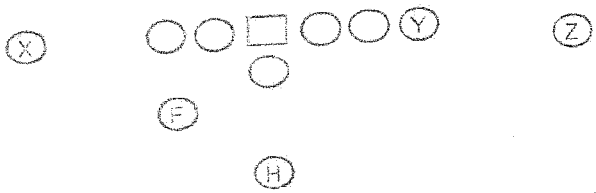

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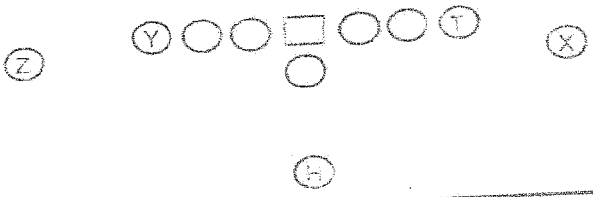

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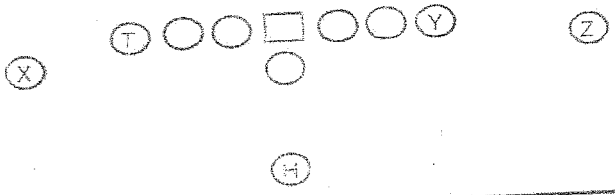

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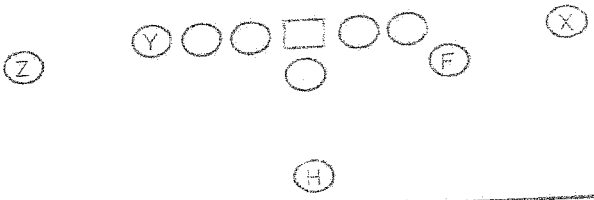

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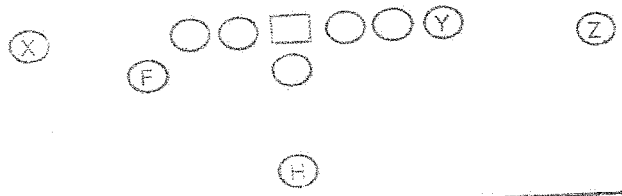

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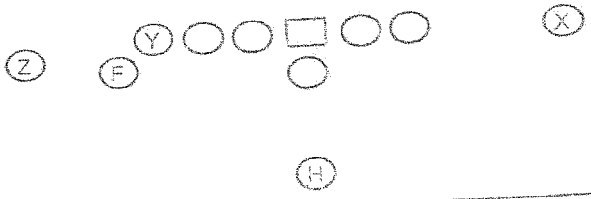

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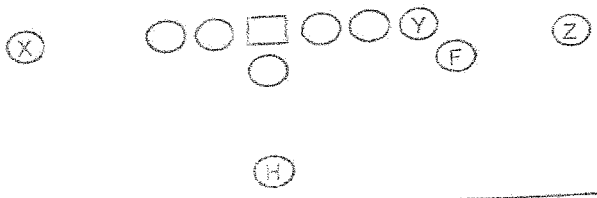
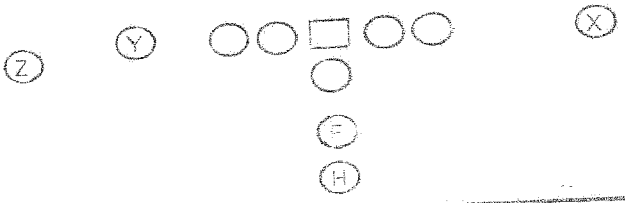


FORMATIONS AND VARIATIONS

1 Flex



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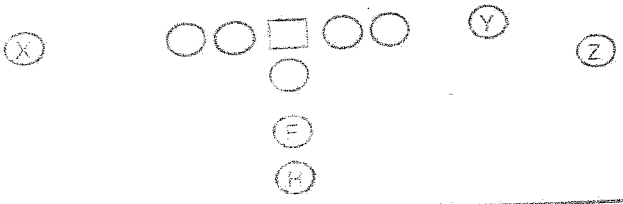

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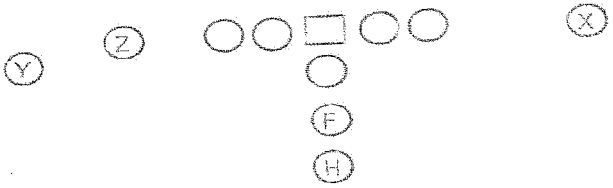

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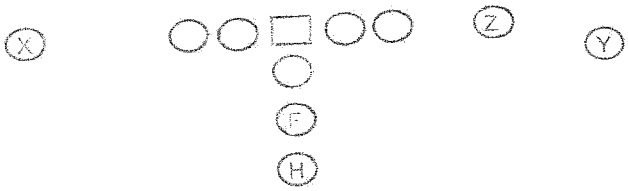

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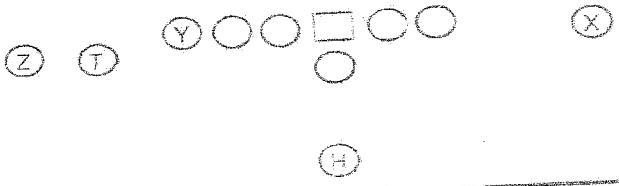

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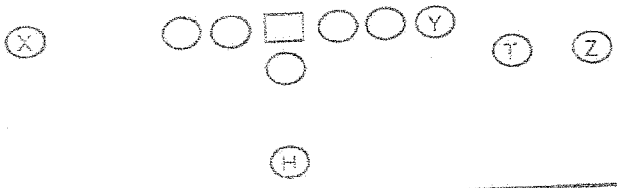

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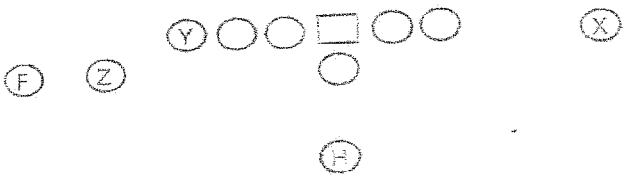

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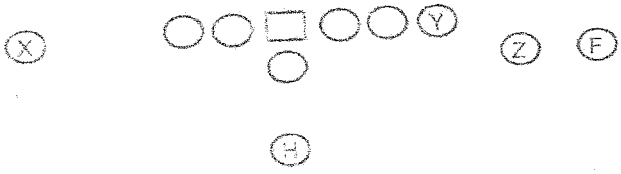

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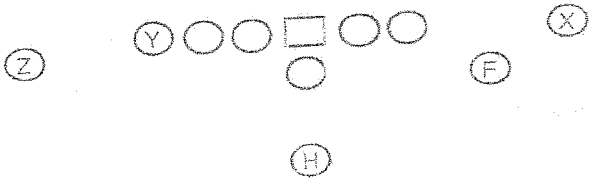

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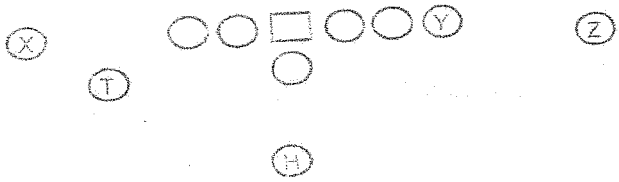

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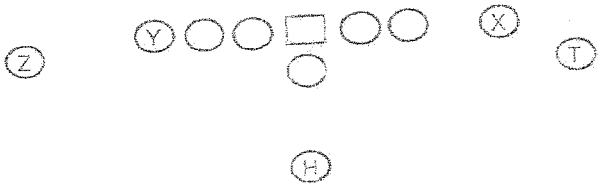

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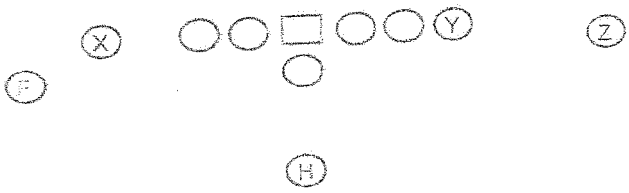
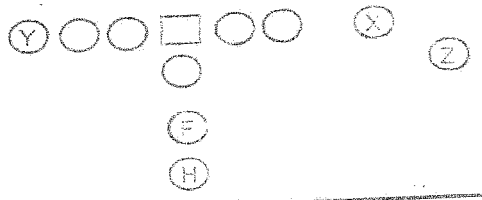


FORMATIONS AND VARIATIONS

1 Over



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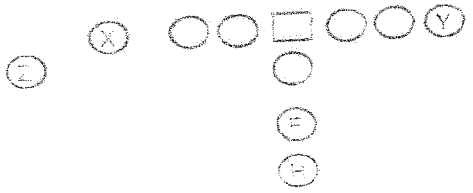

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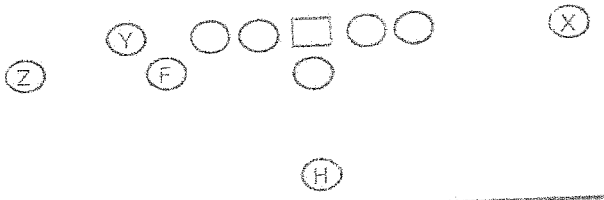

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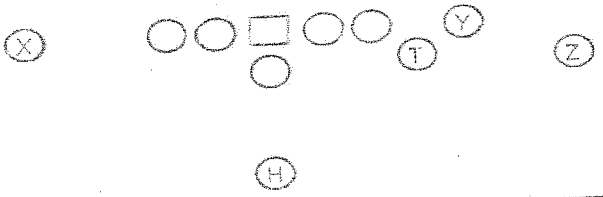
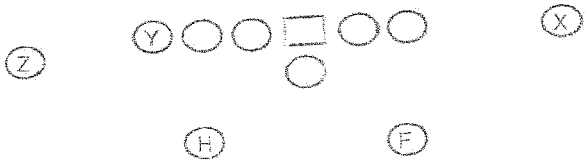
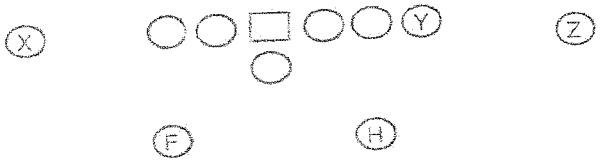


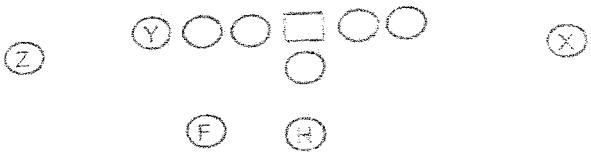
7 Flop



6 Flop



9 Flop



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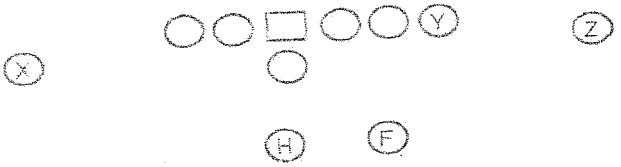

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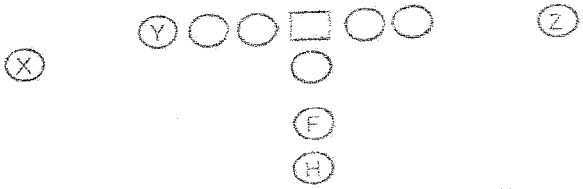

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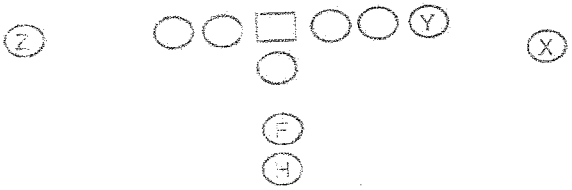

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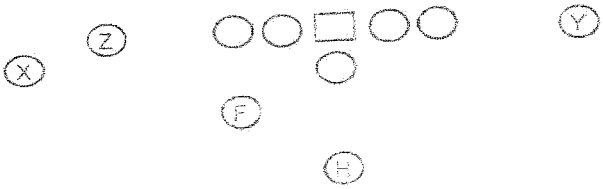

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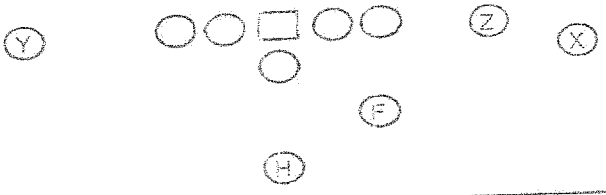
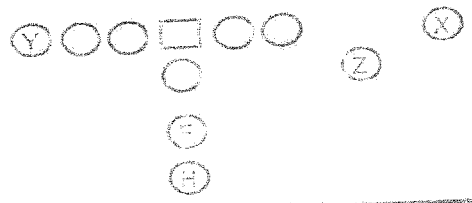


FORMATIONS AND VARIATIONS

1 Slot



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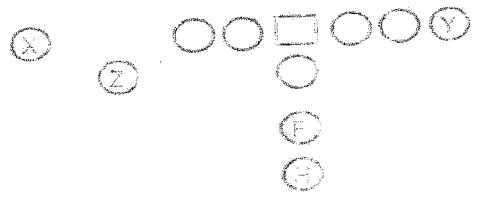

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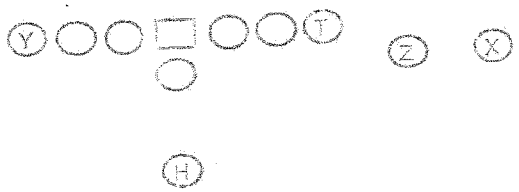

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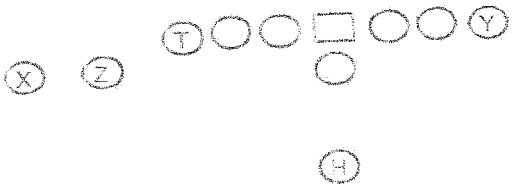

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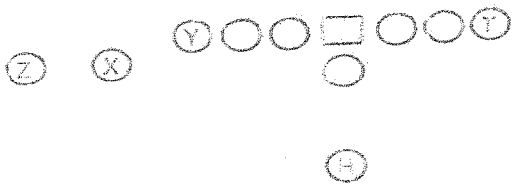

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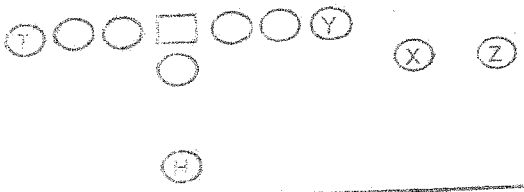

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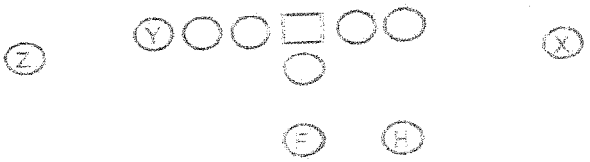

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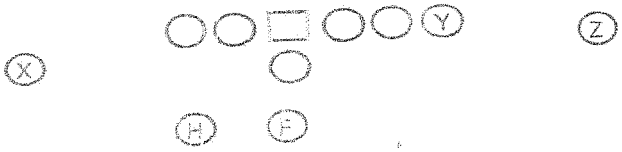

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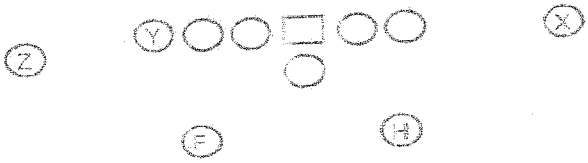

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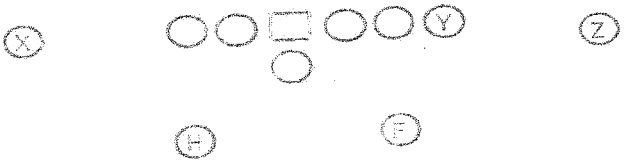

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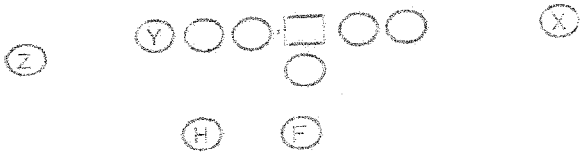

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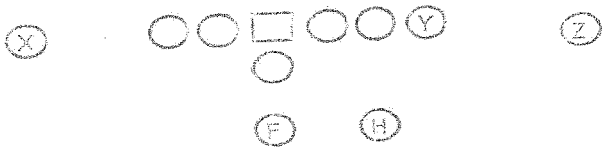
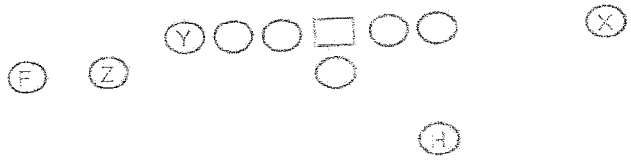


2-3 FORMATIONS AND VARIATIONS

3 Wide

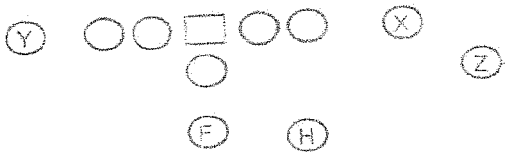
2 Wide

3 Wider

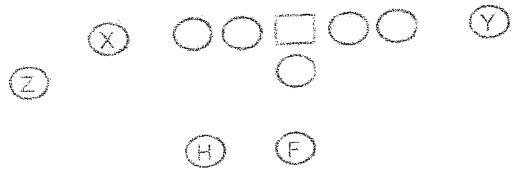


2 Wider

3 Flex Over



2 Flex Over



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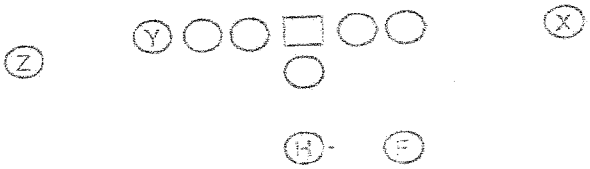
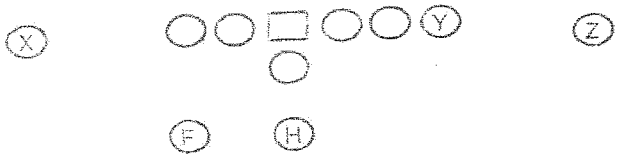


2 Flop



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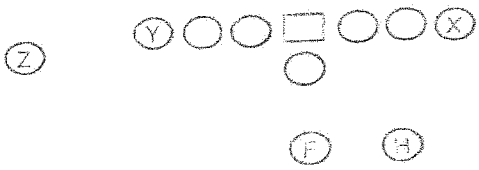

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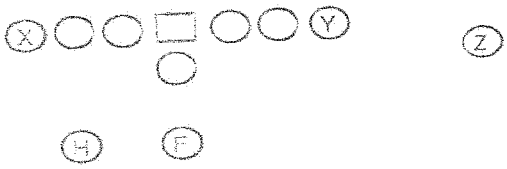

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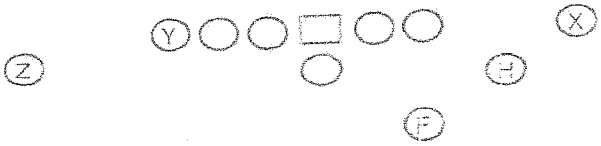
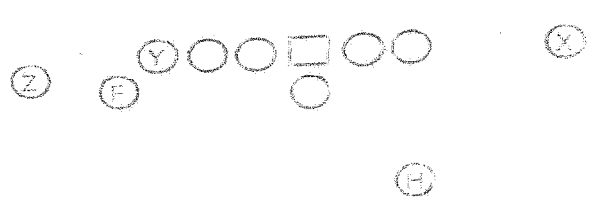


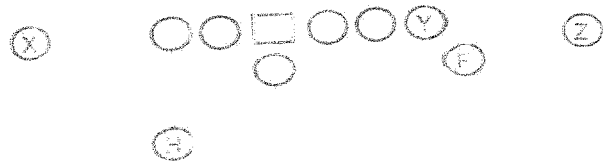
2 Out Weak

FORMATIONS AND VARIATIONS

3 Flood



2 Flood



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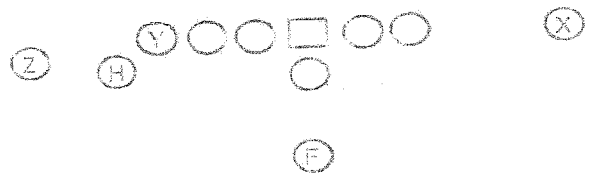
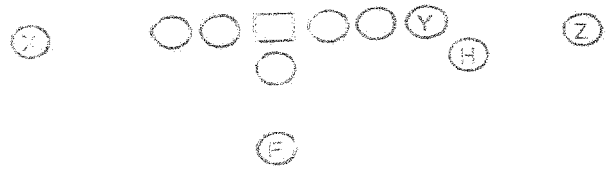


8 Flood



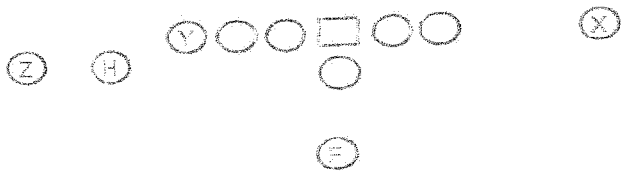
3 Wide

2 Wide

3 Wider

2 Wider

9 Wide



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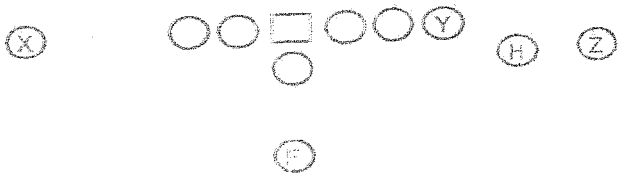

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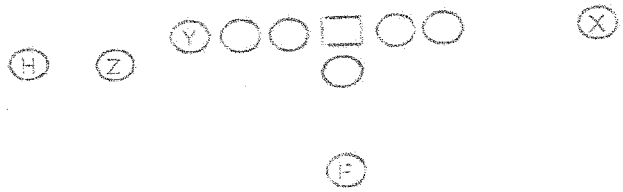

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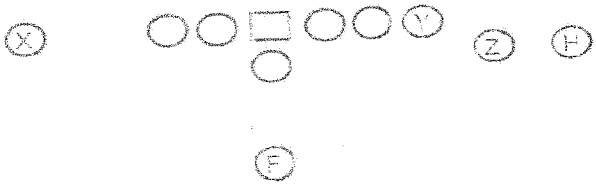
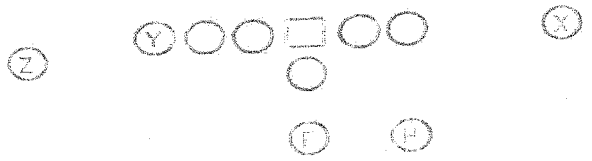


2-3 FORMATIONS AND VARIATIONS

3



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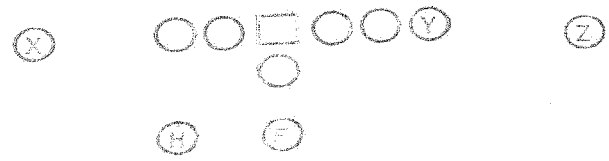
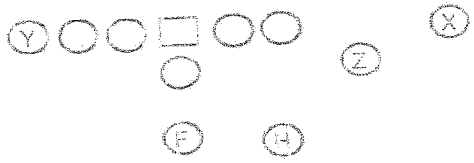
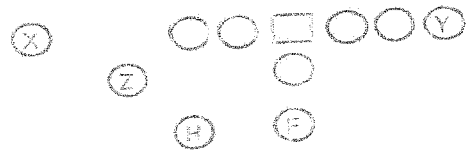


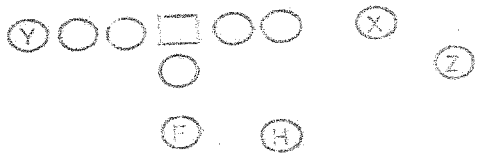
3 Slot



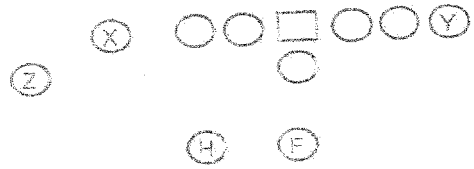
2 Slot



3 Over



2 Over



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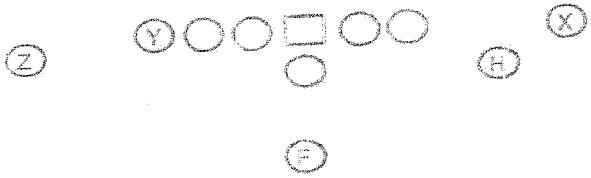
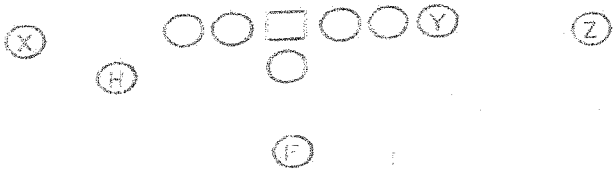
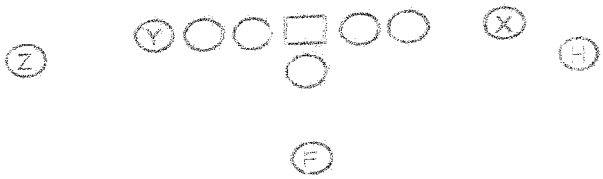


2 Out



3 Outside



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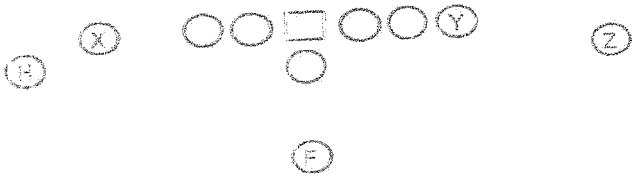
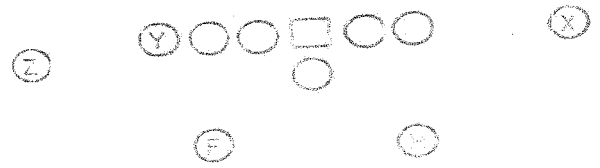


3 Flood

2 Flood

6-7 FORMATIONS AND VARIATIONS

7



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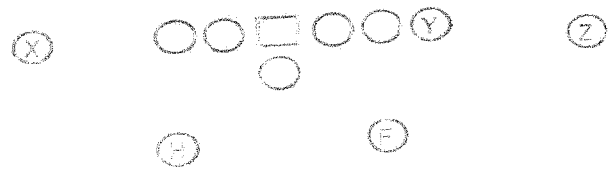
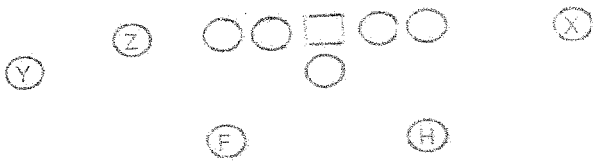


7 Split



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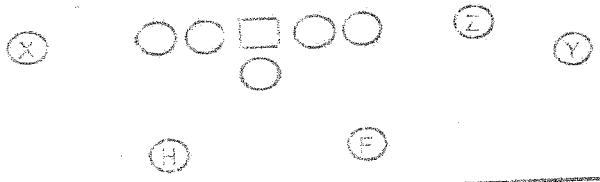
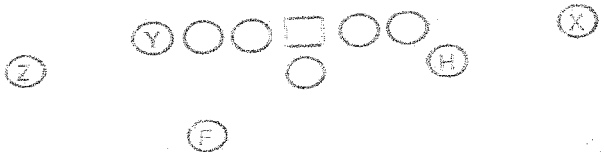
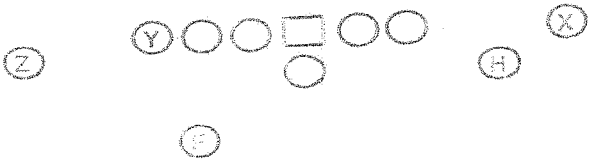


7 Up



6 Up

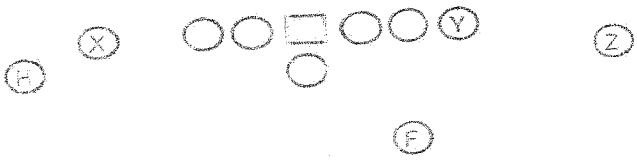
7 Out



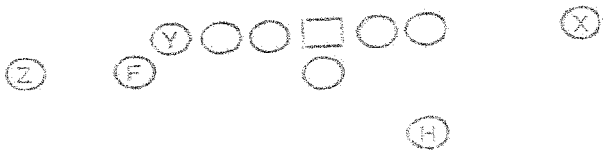
6 Out

7 Outside

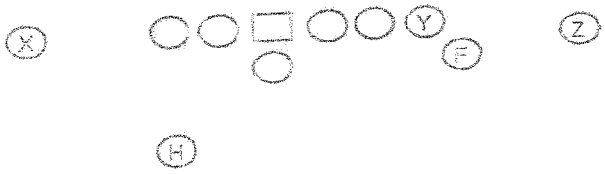
6 Outside



7 Flood

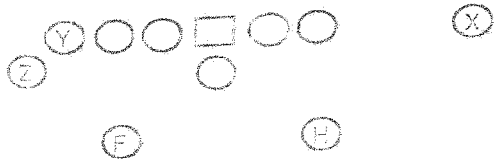


6 Flood

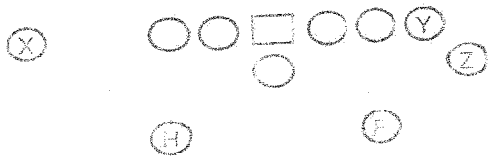


6-7 FORMATIONS AND VARIATIONS

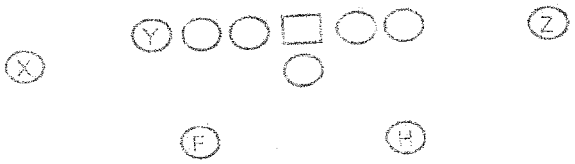
7 Close



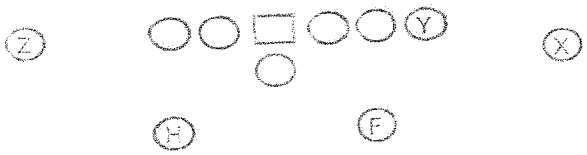
6 Close



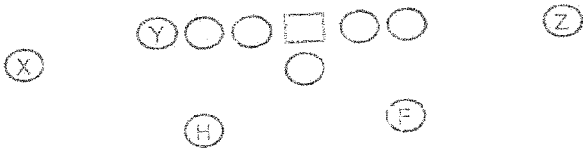
7 Change



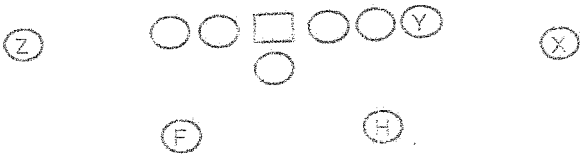
6 Change



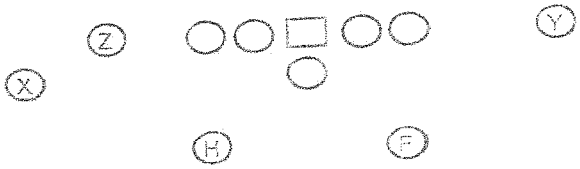
7 Change Flop



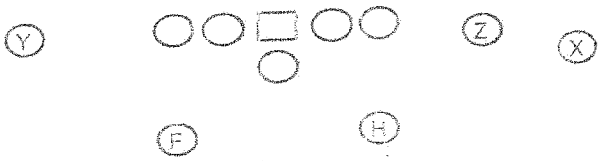
6 Change Flop



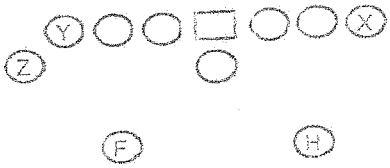
7 Split Change Flop



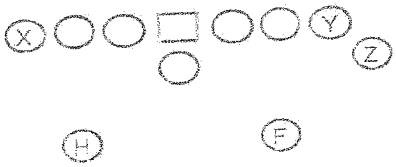
6 Split Change Flop



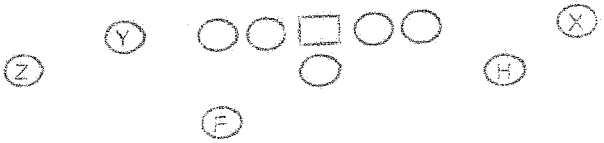
7 Tight Close



6 Tight Close



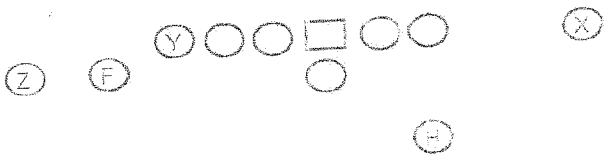
7 Flex Out



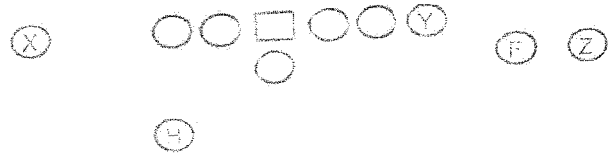
6 Flex Out

6-7 FORMATIONS AND VARIATIONS

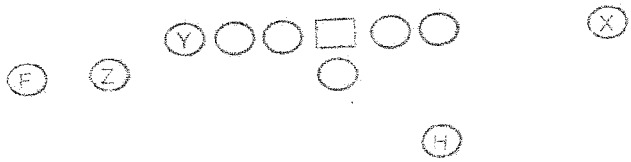
7 Wide



6 Wide

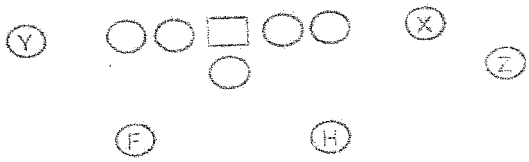


7 Wider

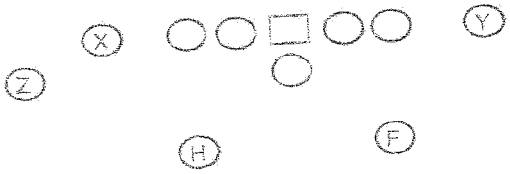


6 Wider

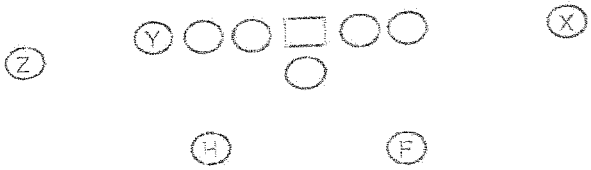
7 Flex Over



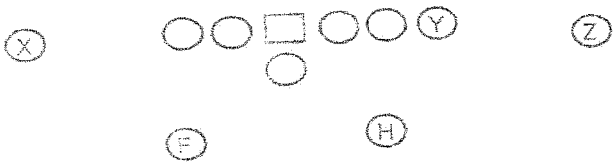
6 Flex Over



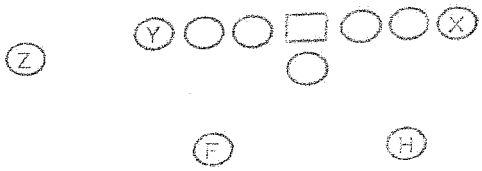
7 Flop



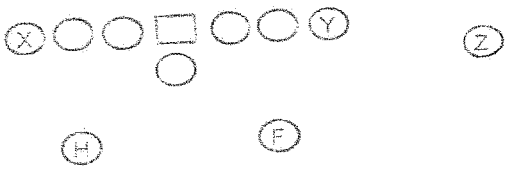
6 Flop



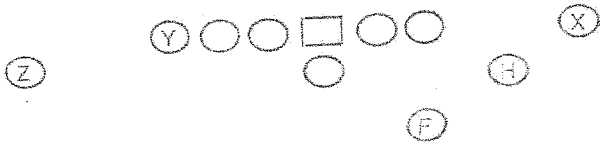
7 Tight



6 Tight



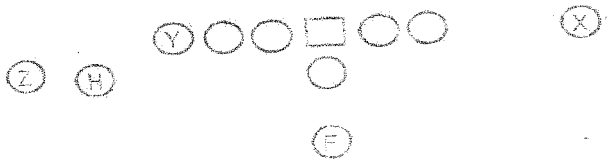
7 Out Weak



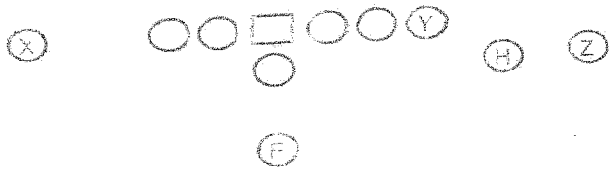
6 Out Weak

8-9 FORMATIONS AND VARIATIONS

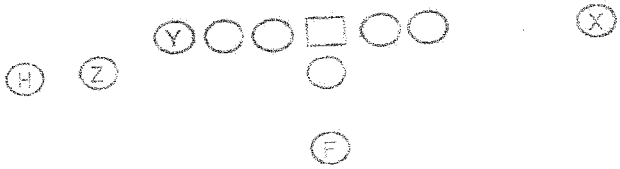
9 Wide



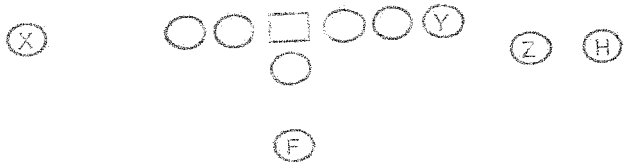
8 Wide



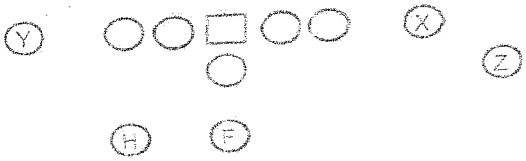
9 Wider



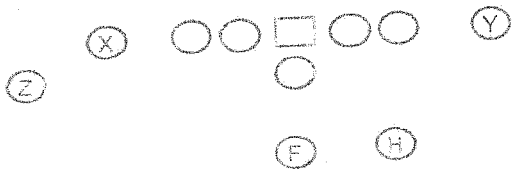
8 Wider



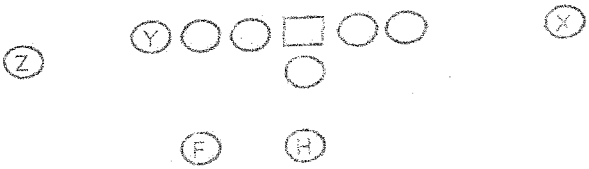
9 Flex Over



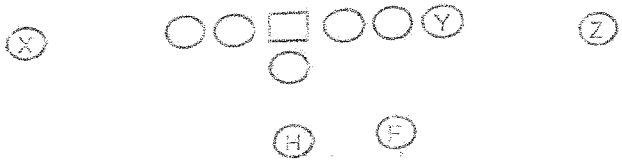
8 Flex Over



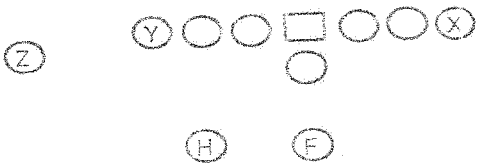
9 Flop



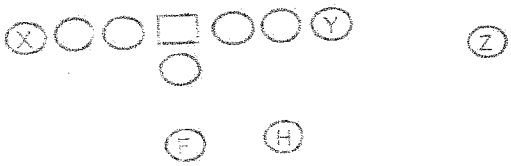
8 Flop



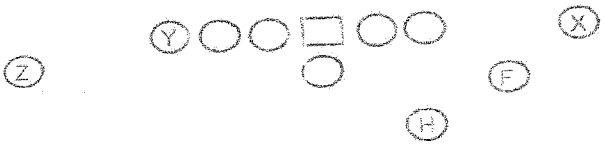
9 Tight



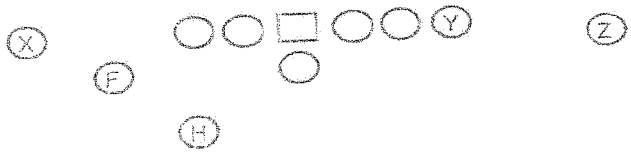
8 Tight



9 Out Weak

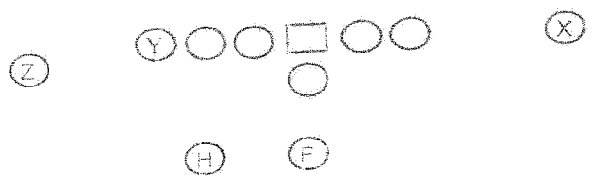


8 Out Weak



8-9 FORMATIONS AND VARIATIONS

9



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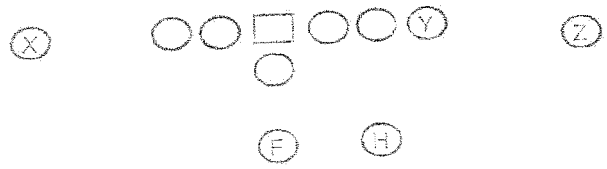
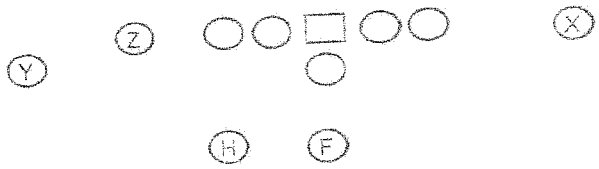
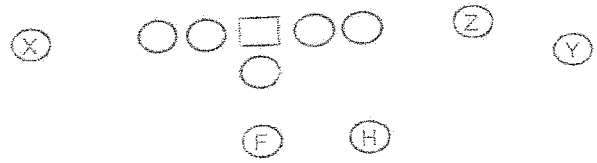


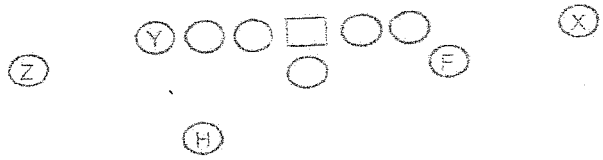
9 Split



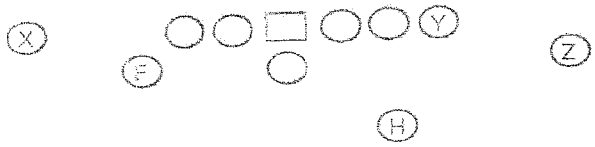
8 Split



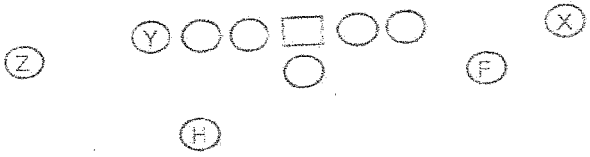
9 Up



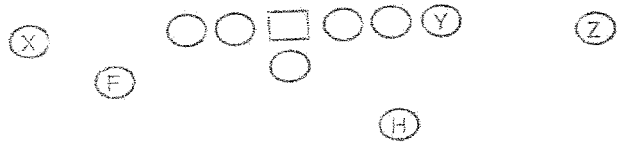
8 Up



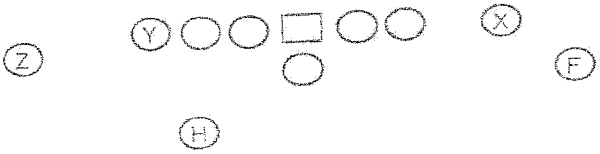
9 Out



8 Out

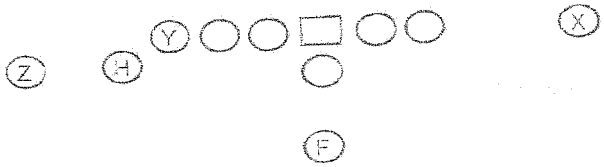


9 Outside

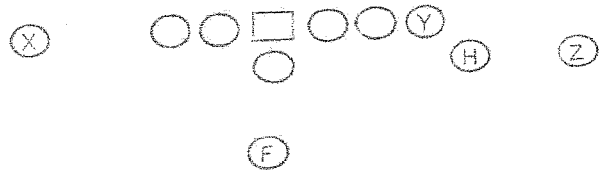


8 Outside

9 Flood

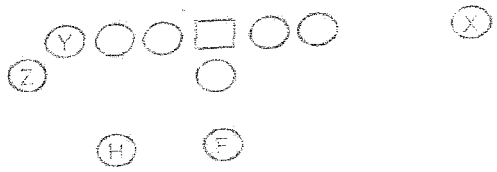


8 Flood

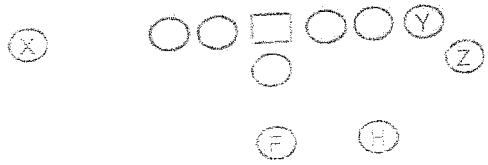


8-9 FORMATIONS AND VARIATIONS

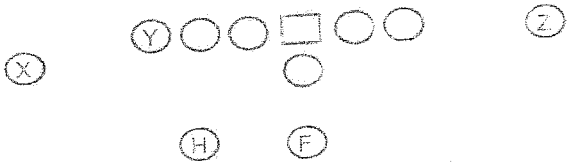
9 Close



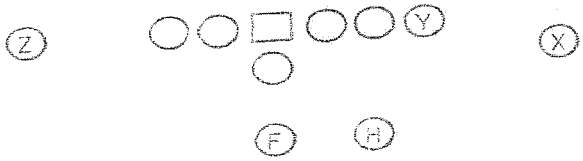
8 Close



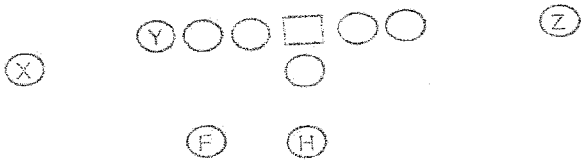
9 Change



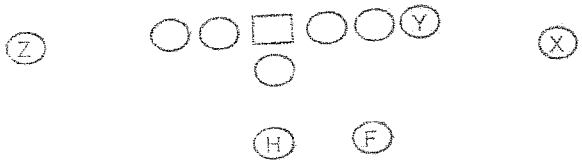
8 Change



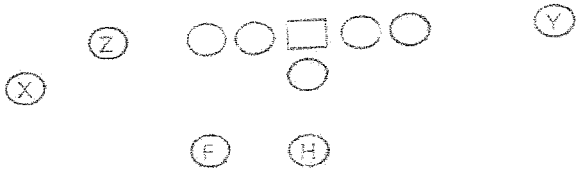
9 Change Flop



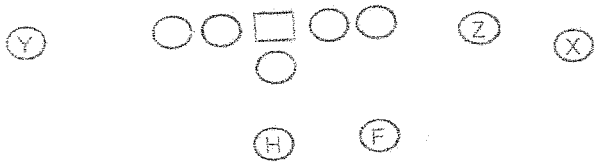
8 Change Flop



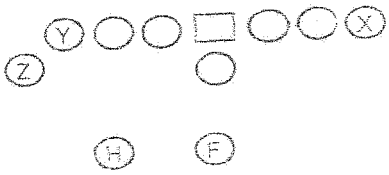
9 Split Change Flop



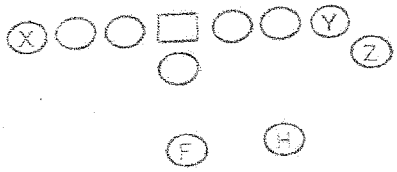
8 Split Change Flop



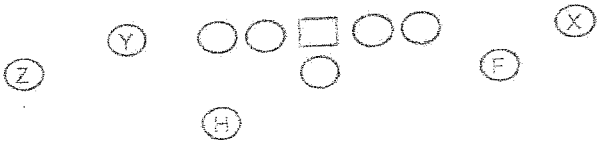
9 Tight Close



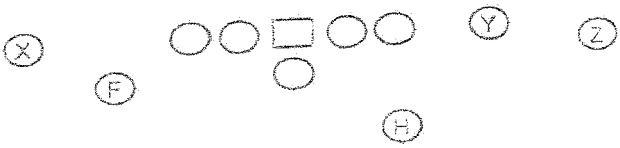
8 Tight Close



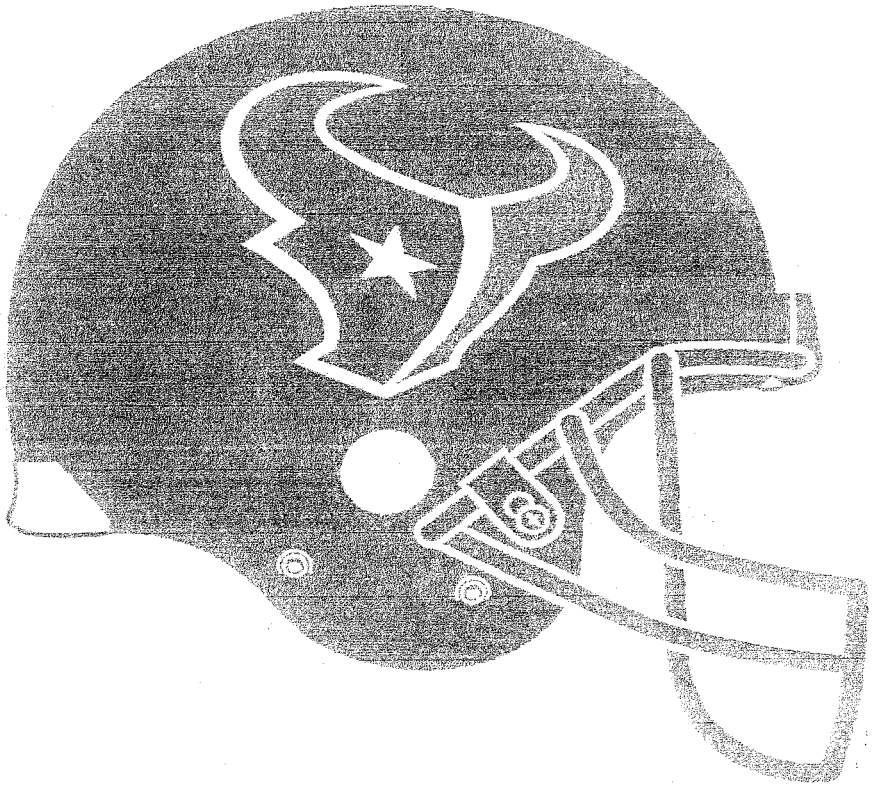
9 Flex Out



8 Flex Out



2003
TEXANS OFFENSE



MOTIONS
SHIFTS

FORMATIONS AND MOTIONS

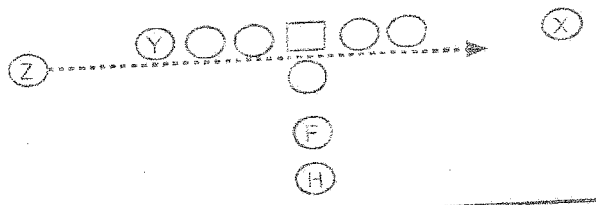
Z Movements

MOTION	To the TE
FLY	AWAY FROM TE
PEEL	Starting Motion/Fly and Returning to Original Position

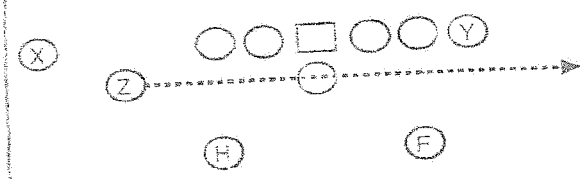
ADJUSTMENTS

HALF-FLY	Moving Away From TE, but NOT crossing TE Alignment.
HALF-MOTION	Short Movement Toward TE.
FLY-TIGHT	Beyond TE, Across Ball, Stopping Opposite TE.

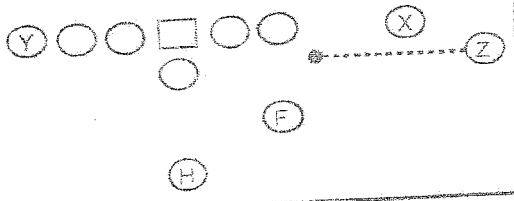
1 Z-Fly



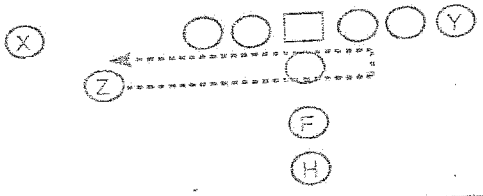
6 Slot Z-Motion



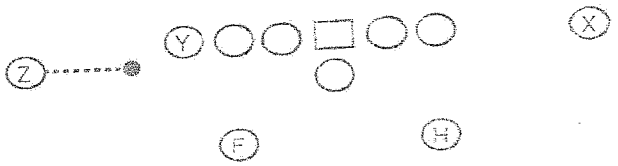
1 Weak Over Z-Half-Motion



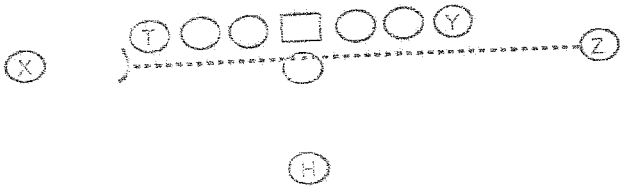
0 Slot Z-Peel



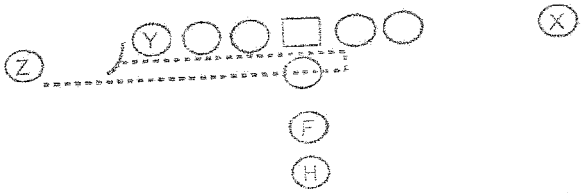
7 Z-Half-Fly



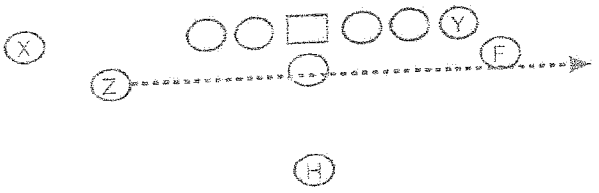
0 On Z-Fly Tight



1 Z-Peel Tight



0 Flood Slot Z-Motion



FORMATIONS AND MOTIONS

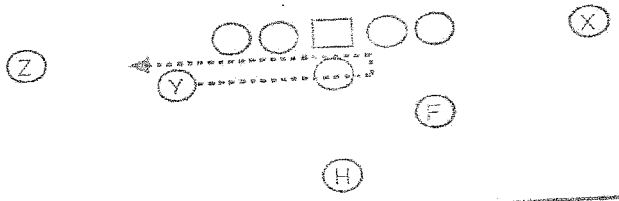
Y Movements

MOTION	To the TE
FLY	AWAY FROM TE
PEEL	Starting Motion/Fly and Returning to Original Position

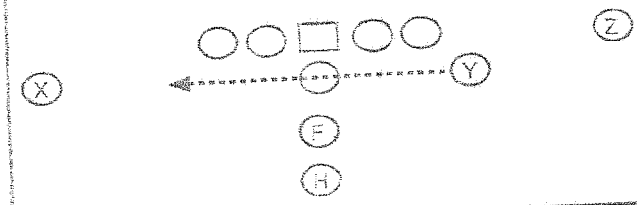
ADJUSTMENTS

HALF-FLY	Moving Away From TE, but NOT crossing TE Alignment.
HALF-MOTION	Short Movement Toward TE.
FLY-TIGHT	Beyond TE, Across Ball, Stopping Opposite TE.
LEAP	Y Aligns Opposite Call and Shifts To Call on DL Count.

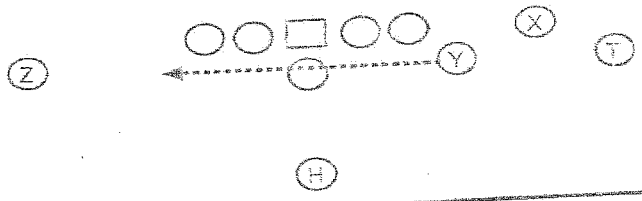
1 Weak Off Y-Peel



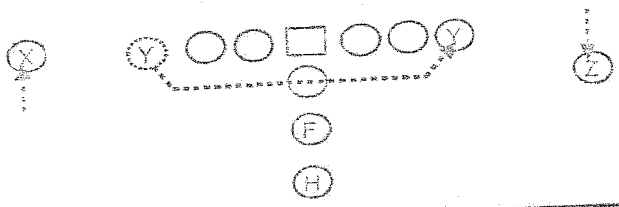
0 Off Y-Fly



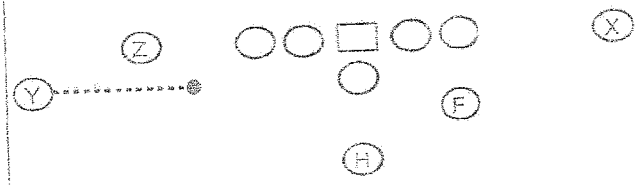
Y-Motion to: 1 Outside



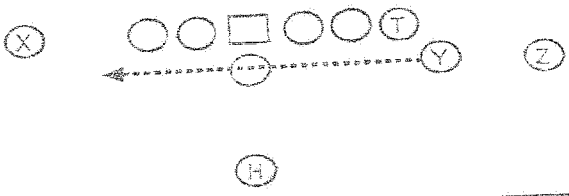
Leap to: 0

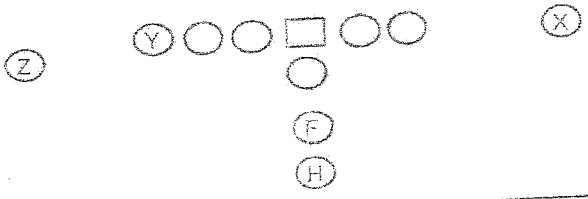


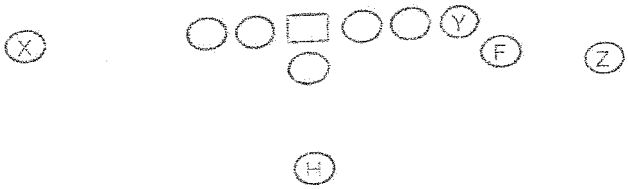
1 Weak Split Y-Half-Fly



0 Flood Toy Y-Fly







FORMATIONS AND MOTIONS

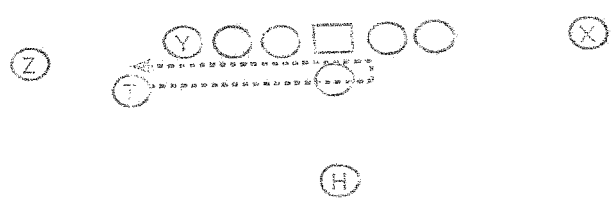
T Movements

MOTION	To the TE
FLY	AWAY FROM TE
PEEL	Starting Motion/Fly and Returning to Original Position

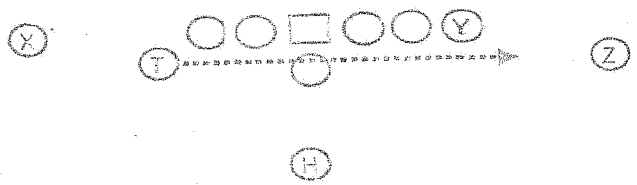
ADJUSTMENTS

HALF-FLY	Moving Away From TE, but NOT crossing TE Alignment.
HALF-MOTION	Short Movement Toward TE.
FLY-TIGHT	Beyond TE, Across Ball, Stopping Opposite TE.

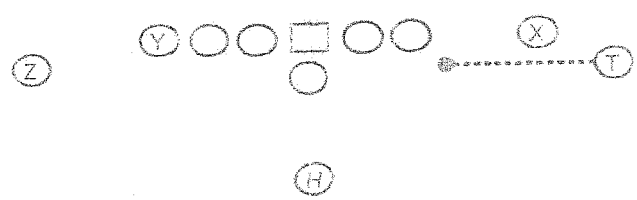
1 Flood T-Peel



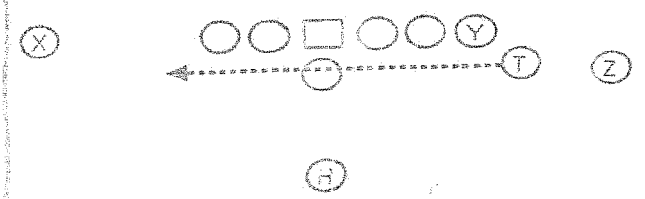
0 Up T-Motion



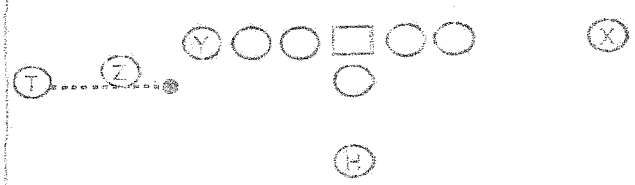
1 Outside T-Half-Motion



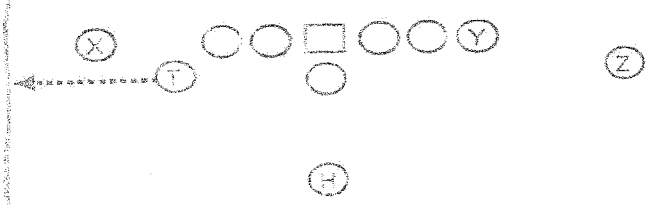
0 Flood T-Fly

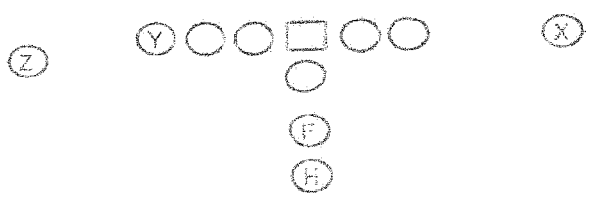


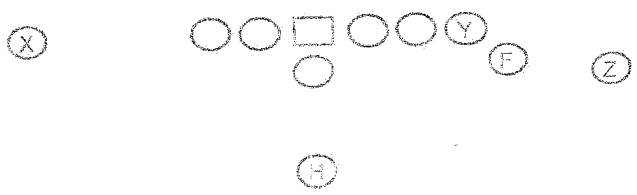
1 Wider T-Half-Fly



0 Up T-Fly







FORMATIONS AND MOTIONS

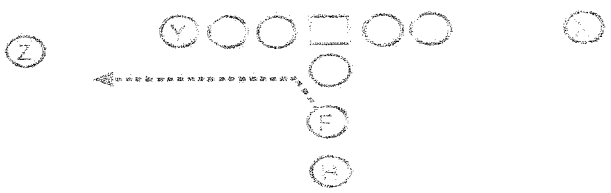
H-F-W Movements

MOTION	To the TE
FLY	AWAY FROM TE
PEEL	Starting Motion/Fly and Returning to Original Position

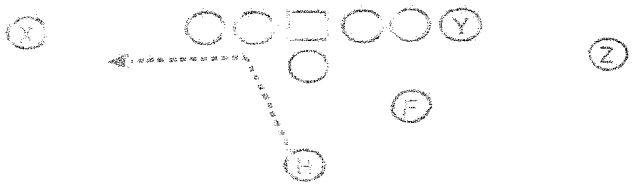
ADJUSTMENTS

HALF-FLY	Moving Away From TE, but NOT crossing TE Alignment.
HALF-MOTION	Short Movement Toward TE.
FLY-TIGHT	Beyond TE, Across Ball, Stopping Opposite TE.

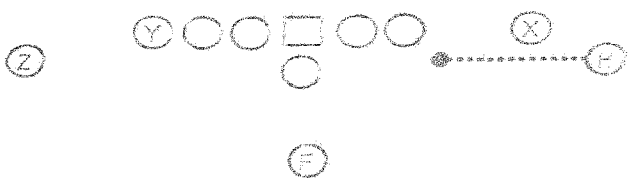
3 F-Motion



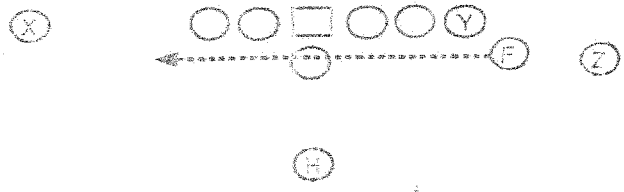
0 Strong H-Fly



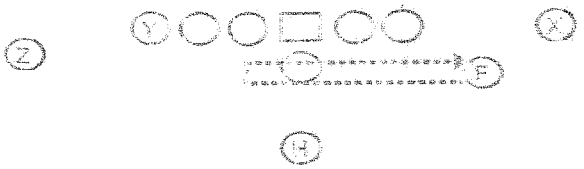
3 Outside H-Half-Motion



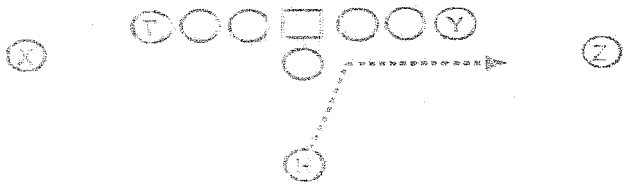
0 Flood F-Fly



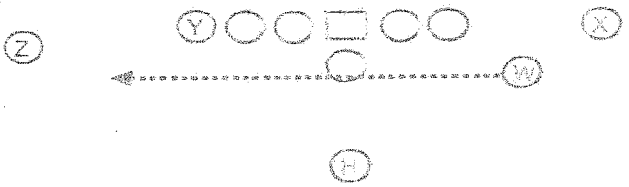
1 Out F-Peel



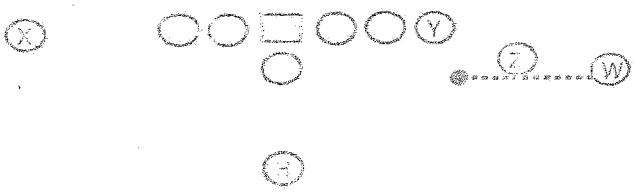
0 On H-Motion



1 Out W-Motion



0 Wider W-Half-Fly



2003
TEXANS OFFENSE

DEFENSIVE TERMINOLOGY

2003 TEXANS OFFENSE
Defensive Terminology

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DEFENSIVE IDENTIFICATION AND TERMINOLOGY

NOMENCLATURE

DEFENSIVE PERSONNEL ABBREVIATIONS

LINEMEN

T - Tackles
E - Ends
N - Nose (Only used in 3-4 Looks)

LINEBACKERS

S - Sam – Outside LB to Strong Side
M - Mike - MLB in 4-3
M - Mac - Weak Side Inside LB in 3-4
B - Buck - Strong Inside LB in 3-4 or 4-4
W - Will - Outide LB to Weak Side

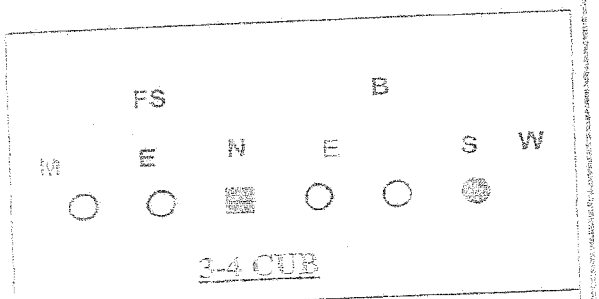
DEF. BACKS

C - Corners – Outside Deep Back
S/S - Strong Safety – Inside Deep Back to Strong Side
F/S - Free Safety – Inside Deep Back away from Strength
N,D,Q – Extra Defensive Back in Substitution
NS, DS, QS – Strong Side LB Position in Substitution Defense
NW, DW, QW - Weak Side LB Position in Substitution defense

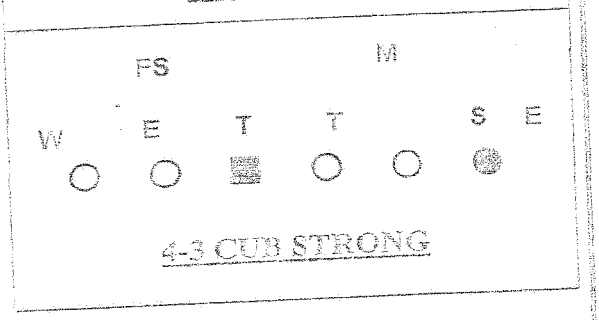
IDENTIFYING THE CUB PERSONNEL

Sam – Man on TE
Will – Man Outside TE (End 4-3)
Buck – Man in Strong Bubble
Free Safety – Man in Weak Bubble

Man Outside Weak = Mac (3-4) End (4-3)



3-4 CUB



4-3 CUB STRONG

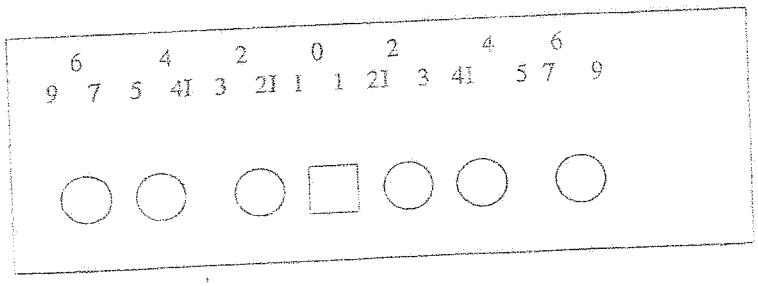
DEFENSIVE LINE TECHNIQUES

We will label Defenders on the LOS with numbers we call Techniques. We identify alignments of Defenders using their Techniques.

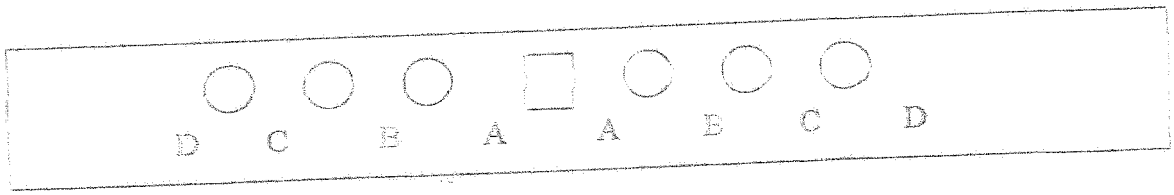
EVEN NUMBERS - Head Up Defenders
0 - Head Up on Center
2 - Head Up on Guard
4 - Head Up on Tackle
6 - Head Up on End

ODD NUMBERS
1 - Outside Shoulder of Center
3 - Outside Shoulder of Guard
5 – Outside Shoulder of Tackle
9 - Outside Shoulder of End

INSIDE ALIGNMENT
2I- Inside Shoulder of Guard
4I- Inside Shoulder of Tackle
6I- Inside Shoulder of End

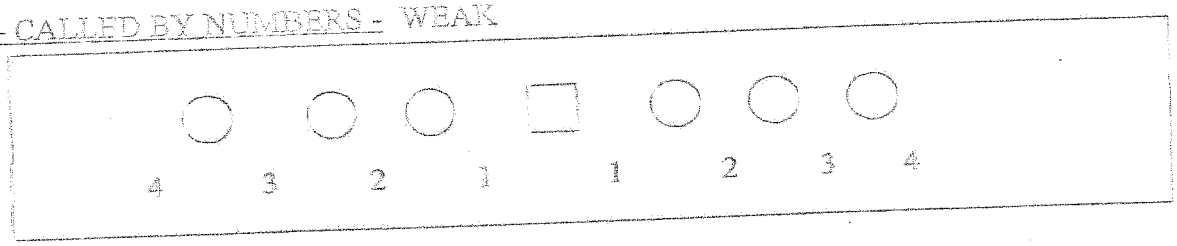


GAP – CALLED BY LETTERS - STRONG



A (1) GAP – Gap Between C and G
B (2) GAP - Gap Between G and T
C (3) GAP - Gap Between T and E
D (4) GAP - Gap Outside TE Position

GAP – CALLED BY NUMBERS - WEAK



LB POSITION
Having knowledge of where the LB is will allow you to ID the look and further understand the Defensive Philosophy.

BUCK Alignments (3-4 or 4-4)
3-4 NORMAL – Over Strong Side Guard and off the LOS
UNDER – Over Strong Side Guard and off the LOS
OVER STACK – Over Strong Side Tackle and off the LOS
TUFF – In any of the above alignments and on the LOS
5 DOWN – Over Strong side OT and off the LOS

MIKE Alignments
4-5 NORMAL – Over Center and off the LOS
OVER – Over Weak Side Guard and off the LOS
UNDER – Over Strong Side and off the LOS
TUFF – In any of the above alignments and on the LOS

LINEBACKER SHIFTS
BOSS – Backer (S) over Strong
BOW – Backer (S) shifted away from Strength

WILL ALIGNMENTS

3-4
- NORMAL – Outside the DE and on the LOS
- UNDER – Aligned in 5 Tech on Weak Side Tackle on the LOS
- HIP – Slightly outside DE off the LOS
- WALK – Midway between OT and WR off the LOS
- OUT – Covering WR on the LOS

4-3
- NORMAL – Outside DE and on the LOS
- IN – Inside DE and off the LOS
- HIP – Slightly outside DE and off the LOS
- WALK – Midway between OT and WR off the LOS
- OUT – Covering the WR and on the LOS
- TUFF IN – Inside DE and on the LOS

SAM ALIGNMENTS

3-4
- NORMAL – Head up to TE on either shoulder

4-3
- NORMAL – Head up to TE on either shoulder
- STACK – Over Strong Side OT, Inside DE and off the LOS (Depends on the Base Front)
- OVER STACK – Over Strong Side OT, inside DE and off the LOS
- STACK OVER – Over Strong Side OG, Inside DT and off the LOS
- TUFF – Aligned over any player other than TE and on the LOS
- OUT – Outside the TE and DE and on the LOS
- HIP – Outside of TE and DE and off the LOS
- SWITCH – Any case where SAM and DE have switched alignments on LOS
- WALK – Three or more yards outside of Y off the LOS

MAC ALIGNMENTS (used in 3-4 Defense)
- NORMAL – Over Weak Side OG and off the LOS
- UNDER – Over Weak Side OG, outside DT and off the LOS
- HIGH – Outside DE and Will and off the LOS
- HIGH TUFF – Outside DE and Will and on the LOS

S/S ALIGNMENTS (used in an 8 man front concept designates that S/S is not part of the Def. Front)
- SUP – Safety aligned to area outside TE and on the LOS
- SOY – Safety aligned to area over TE and off the LOS
- SIN – Safety aligned to area inside TE (Weak = To Weak Side)
- FS -
  - FUP – Safety aligned to area outside OT and off the LOS
  - FOY – Safety aligned to area over OT and off the LOS
  - FIN – Safety aligned to area inside OT off the LOS

BLITZES

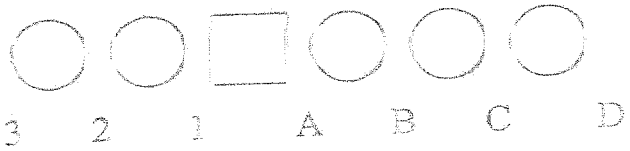
Blitzes involve a LB or a DB making a predetermined charge across the LOS and into the Offensive Backfield, usually on the snap of the ball.

We designate the Blitzing Defender by name, i.e., Sam, Buck, Will, Mac, S/S, F/S. We will also use descriptive terms to indicate the type of Blitz, i.e., S/S Shark, F/S Cat, Will-E, etc. (Cowboy=Corner).

Dog = 1 Additional Rusher

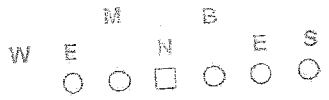
Blitz = 2 Additional Rushers

For Blitz: Letters Strong/Numbers Weak



3 MAN DEFENSIVE LINE FRONTS

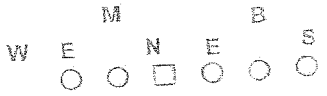
3-4



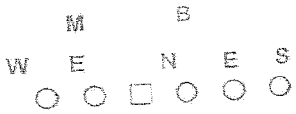
3-4 Under

3-4 Bear (5 Down)

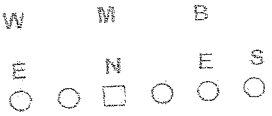
3-4 Over Stack



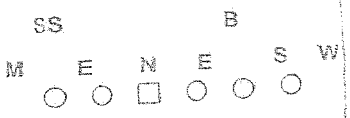
3-4/4-4



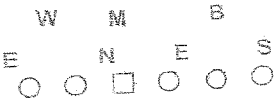
3-4 Boss



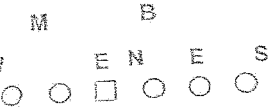
3-4 CUB



3-4 Over Stack W In



3-4 Over Load



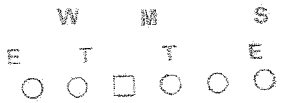
4 Man Defensive Line Fronts

4-3

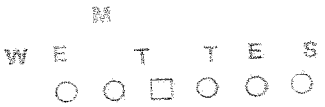
4-3 Stack

4-4 Strong

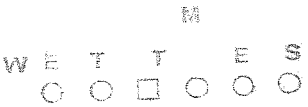
4-4 S-Hip



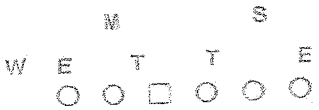
4-3 Over



4-3 Under

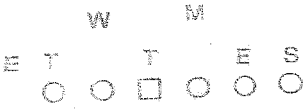


4-3 Over Stack

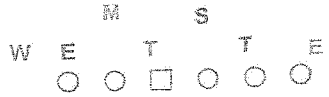


4-3 Under W in

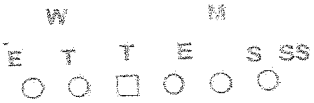
4-3 Under Wide



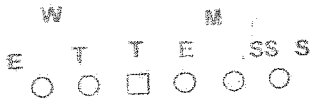
4-3 Over Wide



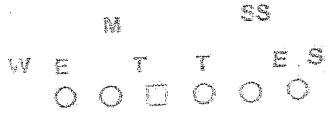
4-3 CUB Wk. SUP



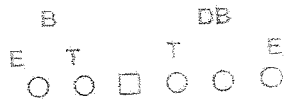
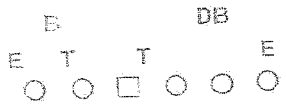
4-3 SS CUB Wk.



Over Stack Sam Out Sin



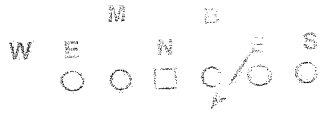
4 Man Sub Defensive Fronts

425/416/236 EVEN	42 Over	42 Under
		

3 Man Sub Defensive Fronts

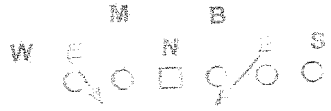
3 Man Line Stunts

Strong Pinch

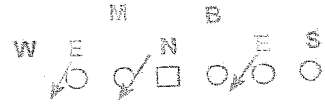


Weak Pinch

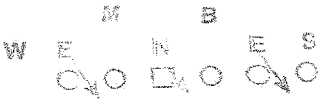
Double Pinch



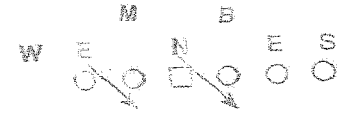
Angle



Slant



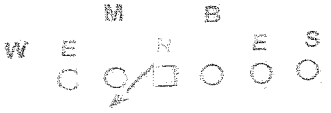
Weak Fill



Strong Fill

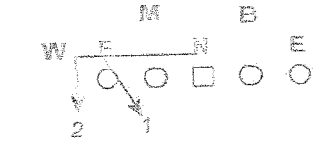
Skin Strong

Skin Weak



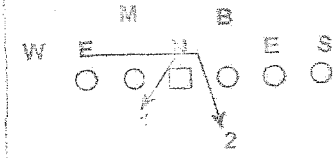
Strong E/N

Weak E/N

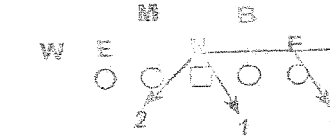


Strong N/E

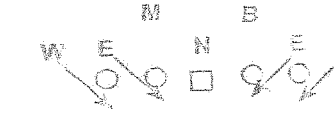
Weak N/E



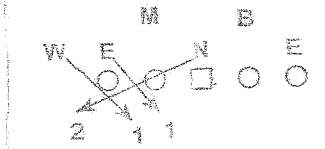
Strong N/E/Sam



Double Veer Storm

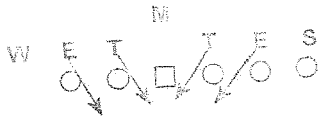


Weak Pirate

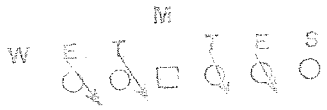


4 Man Twist and Stunts

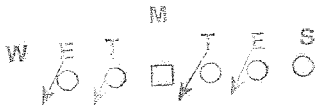
Double Fill



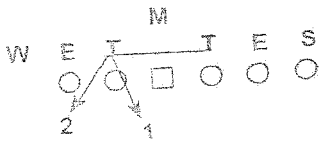
Slant



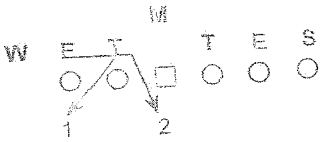
Angle



Weak T/T



Weak T/E



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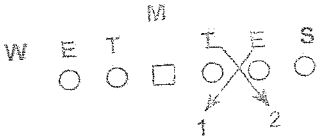

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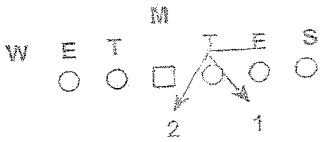

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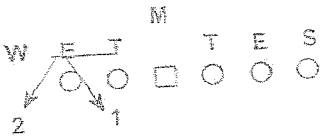

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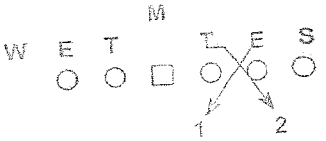
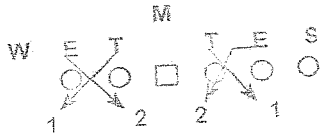


Double T/E



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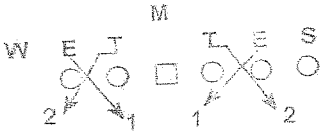
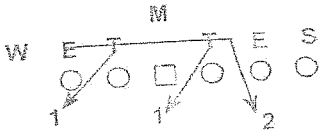
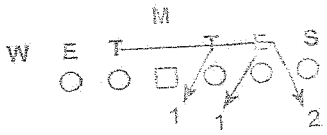


Super T-E Strong



Strong Pirate



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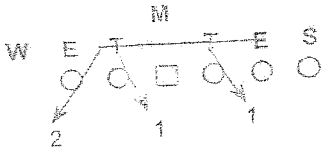

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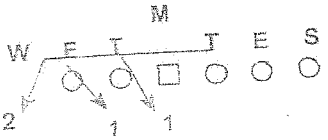
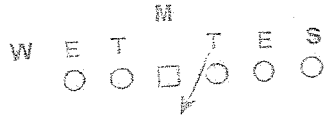


Strong Dart



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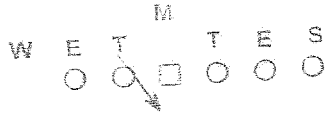


Double Dart

3-4 Linebacker Stunts and Blitzes

Sam

Buck

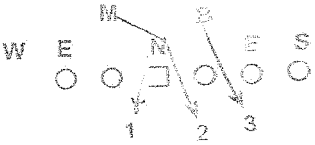
Will

Mac

Storm

Mac Buck

Buck Mac Cross Strong

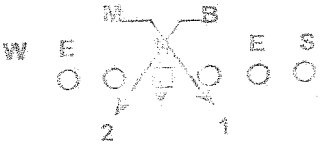


Mac Buck Cross Weak

Buck Mac Gut X

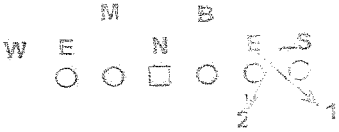
Mac Buck Gut X

Mac Buck Double Cross



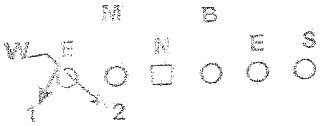
All

E/Sam

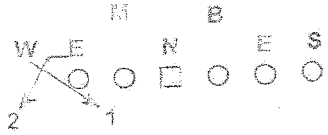


Sam/E

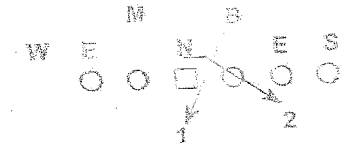
E/Will



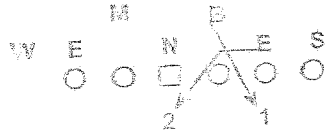
Will/E



Buck/Nose Strong

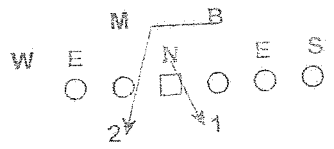


Buck/E

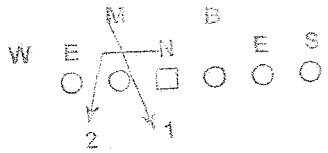


3-4 Linebacker Stunts, Blitzes, & Defensive Linemen

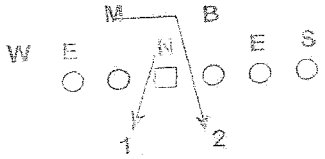
Buck Cross



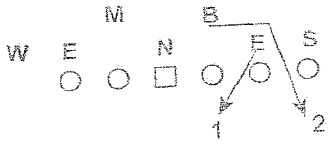
Mac Nose Weak



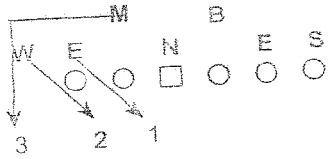
Mac Cross



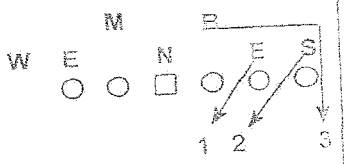
Buck Scrape



Wham



Slam



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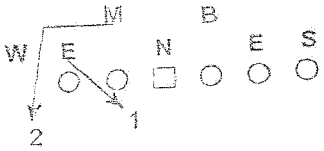
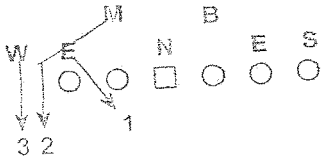
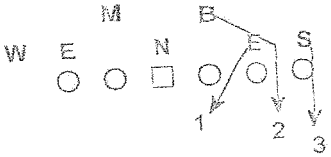


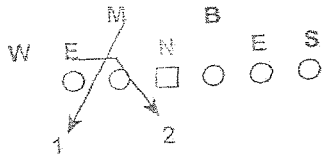
Wrap



Scrape



Mac E



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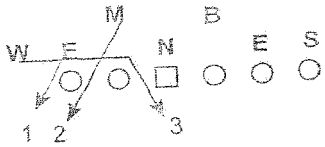
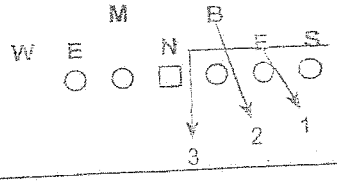
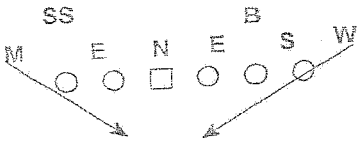


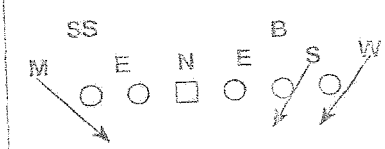
Strong Spike



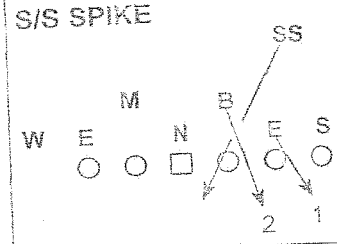
CUB Storm



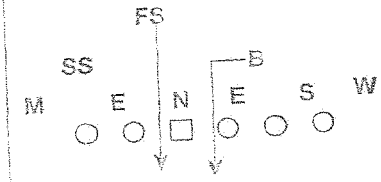
CUB Stud



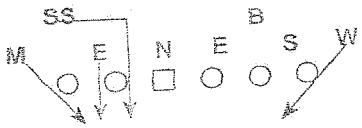
S/S SPIKE



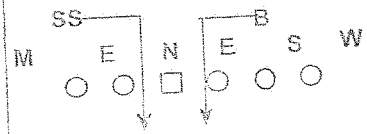
CUB Buck FS Dbl A



CUB Storm Weak Arrow



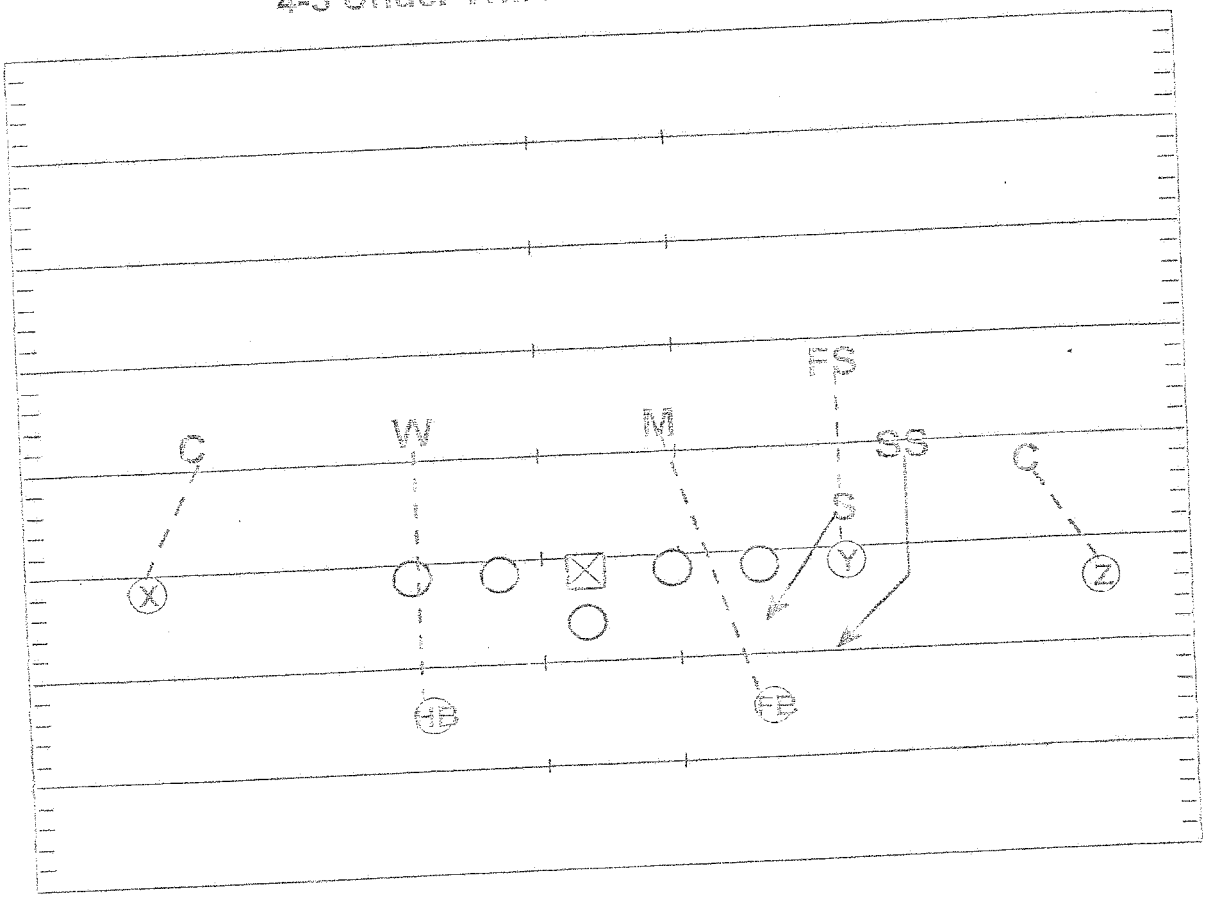
CUB Buck SS Dbl A



4-3 Linebacker Blitzes

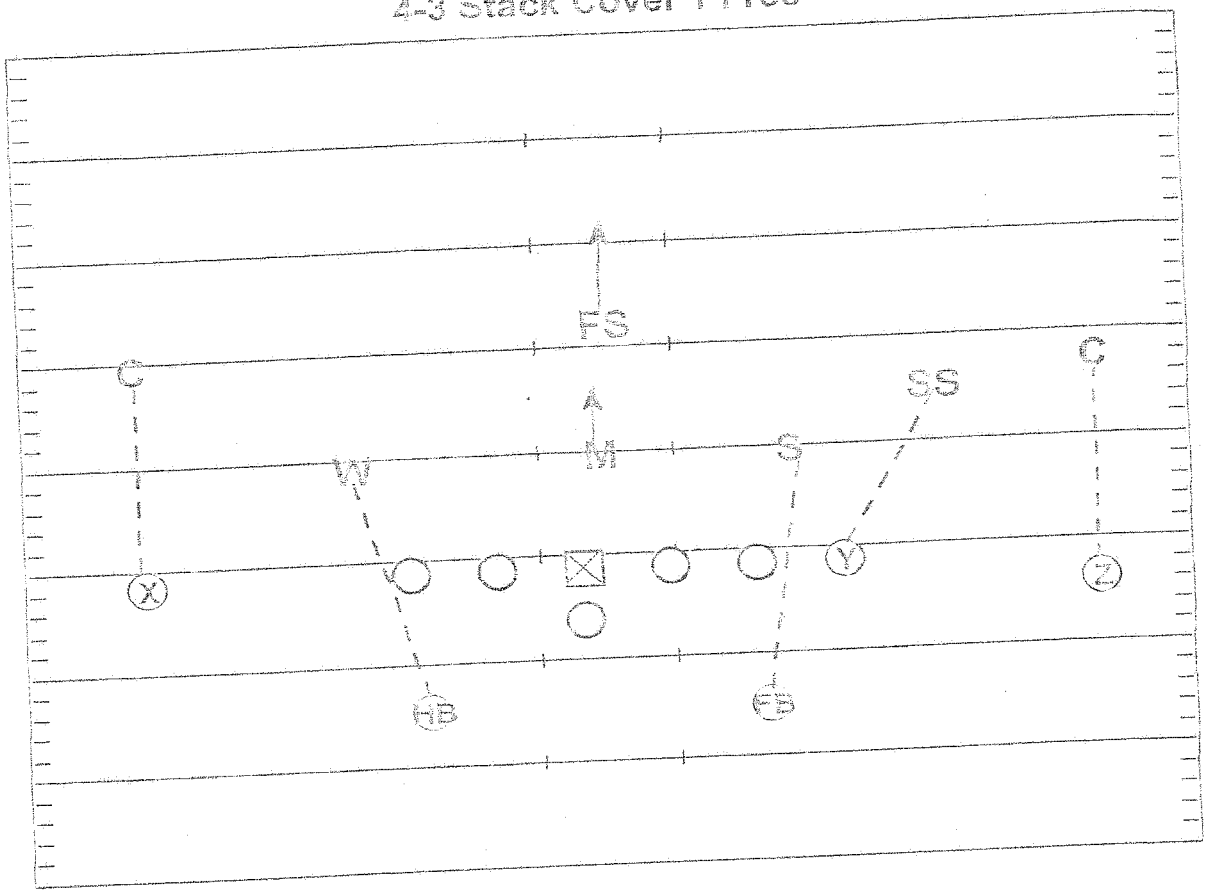
Sam	Mike A	Will
Sam Mike 1	Mike A Will	Storm
All	Mike Scrape St.	Mike Scrape Wk.
E Will	Will E	E Sam
Sam E	Storm E Will	Storm E Sam
E E Storm	Mike A Will 1	CUB Mike SS Double A
CUB Mike FS Dbl A	CUB Mike A	Under Gut

4-3 Under Will In Shark Cover Blitz 0



Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Inside Shade	Cover Z/ Man to Man
Strong Safety	2 Yards Deep 4 Yards Outside Y	Blitz Outside Y
Free Safety	10 Yards Deep Cheat to Y	Cover Y/Man to Man
Weak Corner	7-9 Yards Yards Deep Inside Shade	Cover X/Man to Man
Sam	Defense Called	Blitz Inside
Mike	Defense Called	Cover F/ Man to Man
Will	Defense Called	Cover H/Man to Man

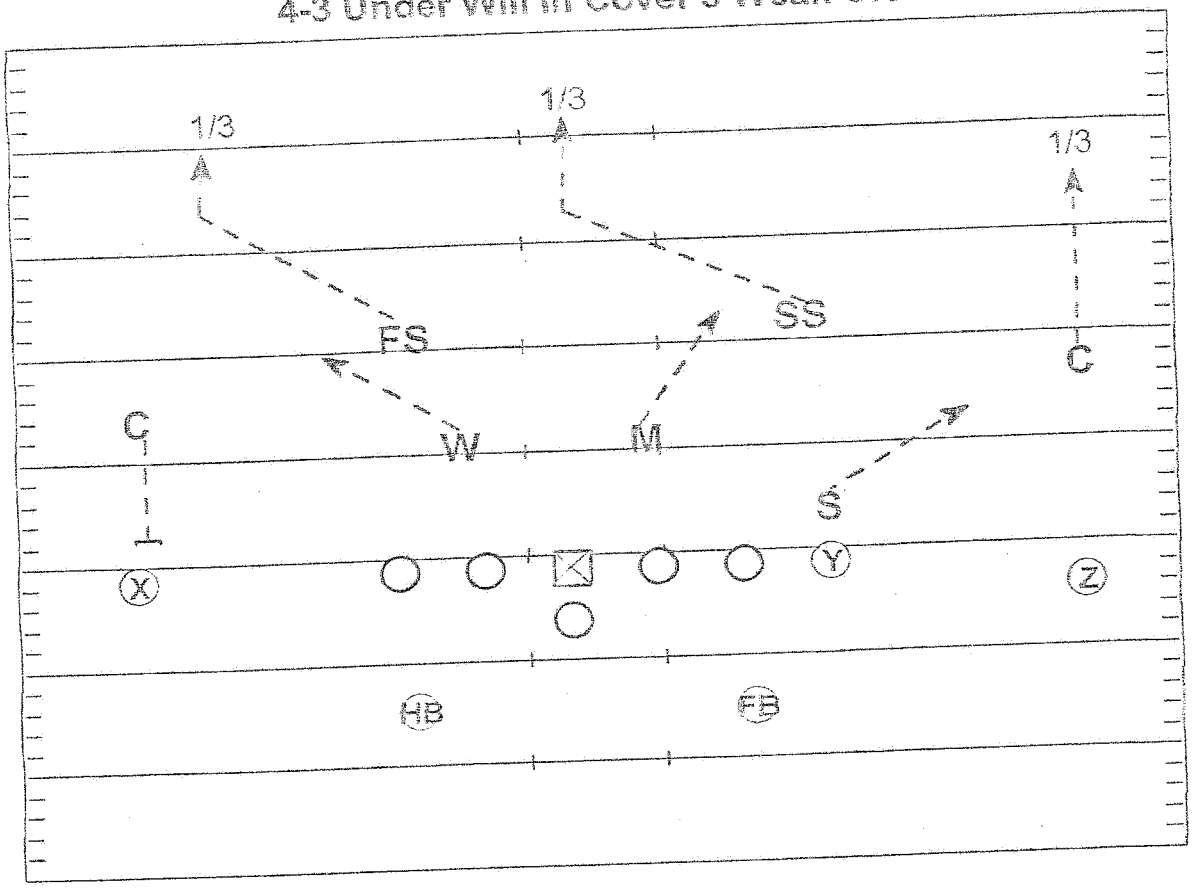
4-3 Stack Cover 1 Free



Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Outside Shade	Cover Z/ Man to Man Outside Technique
Strong Safety	7 Yards Deep (1-3 Yards) Outside Shade	Cover Y Man to Man Y-Forks
Free Safety	12-14 Yards Deep	Free - Play Post Area
Weak Corner	7-9 Yards Deep Outside Shade	Cover X Man to Man/ Outside Technique
Sam	Defense Called	Cover 1st Back Strong N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak, N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free

NOTE: CB Alignments/Shade Can Vary, i.e, Press

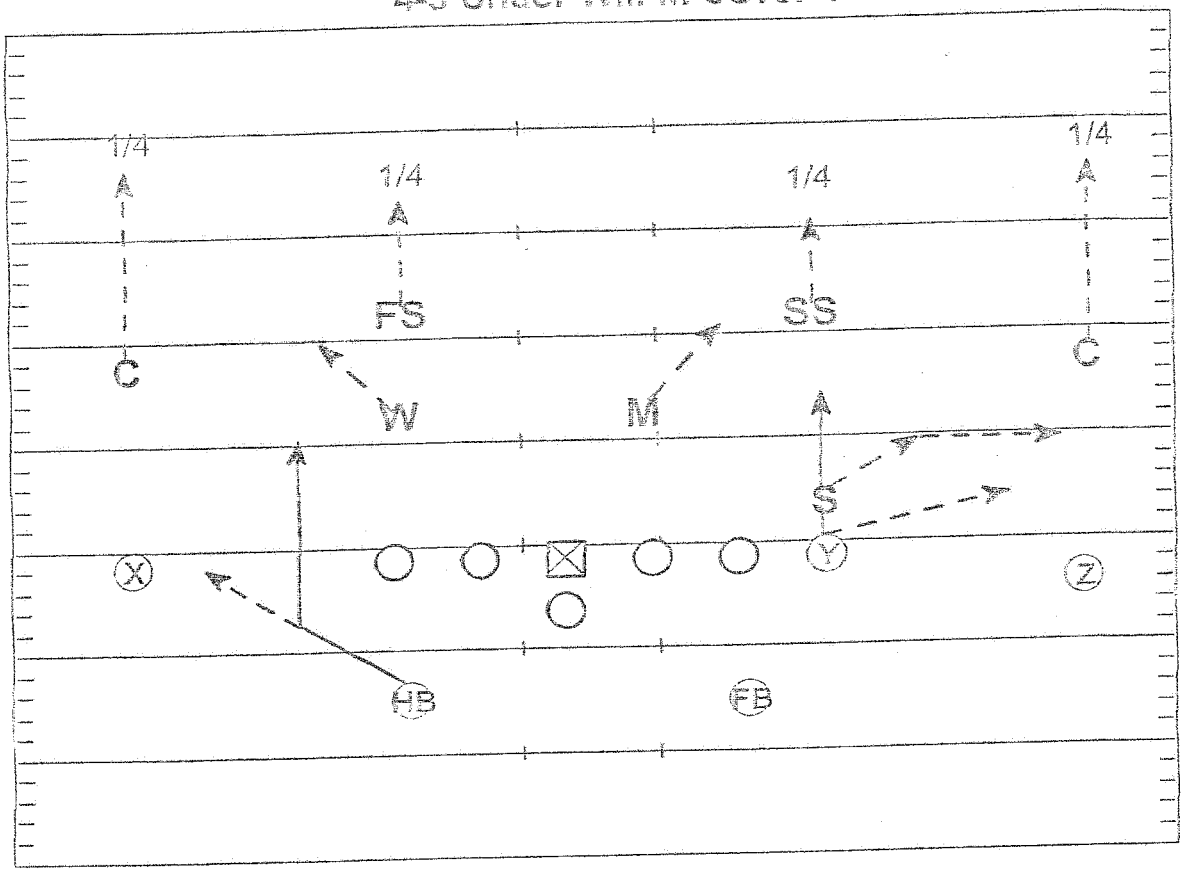
4-3 Under Will in Cover 3 Weak Cloud



Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Outside Shade	Zone Deep Outside 1/3
Strong Safety	7 Yards Deep Outside Shade of Y	Zone Deep Middle 1/3
Free Safety	10-12 Yards Deep - Over Weak OT	Zone Deep Outside 1/3 Weak
Weak Corner	7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
Sam	Defense Called	Zone Curl to Flat
Mike	Defense Called	Zone Strong Hook to Curl
Will	Defense Called	Zone Weak Hook to Curl

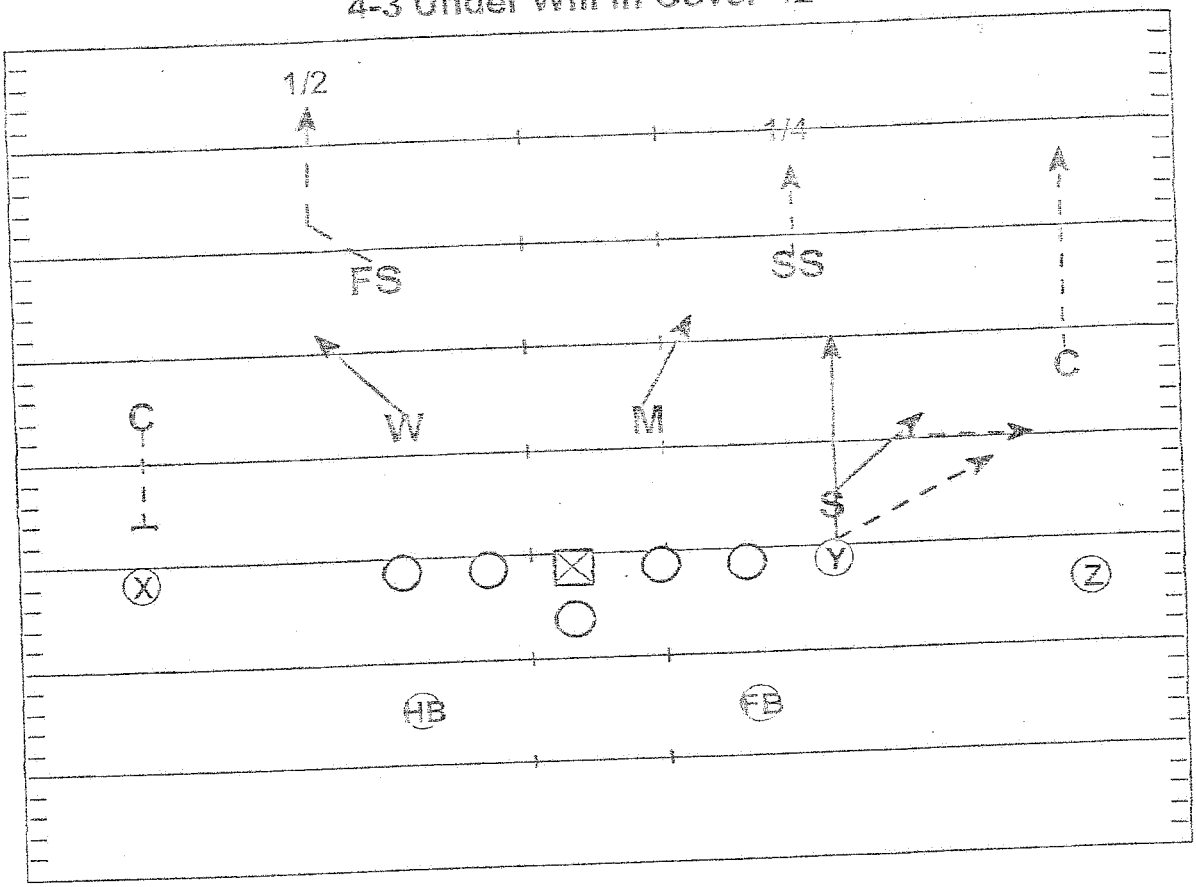
		Force Run
Free Safety	12 Yards Deep - Less than 4 Yards Outside	Zone Week Inside 1/4
Weak Corner	7-9 Yards Yards Deep Outside Shade	Deep Outside 1/4 (Possible M/M on X)
Sam	Defense Called	Curl to 1st Flat
Mike	Defense Called	Hook Area Strong Side
Will	Defense Called	Curl to 1st Flat

4-3 Under Will In Cover 4



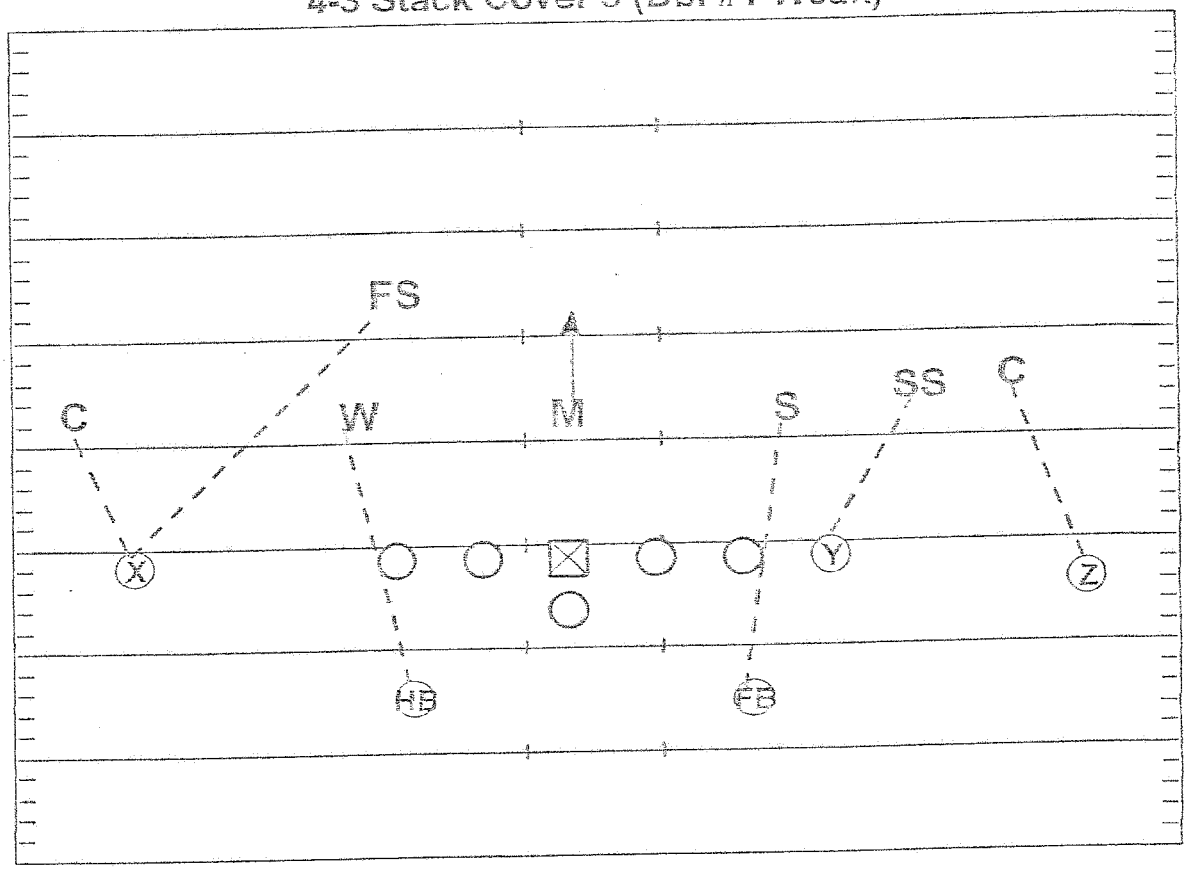
Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Outside Shade	Deep Outside 1/4
	12 Yards Deep - Less than 4	Strong Inside 1/4 Y In/Out, Free to Help on Inside Ptnr, Y Blocks –

4-3 Under Will in Cover 42



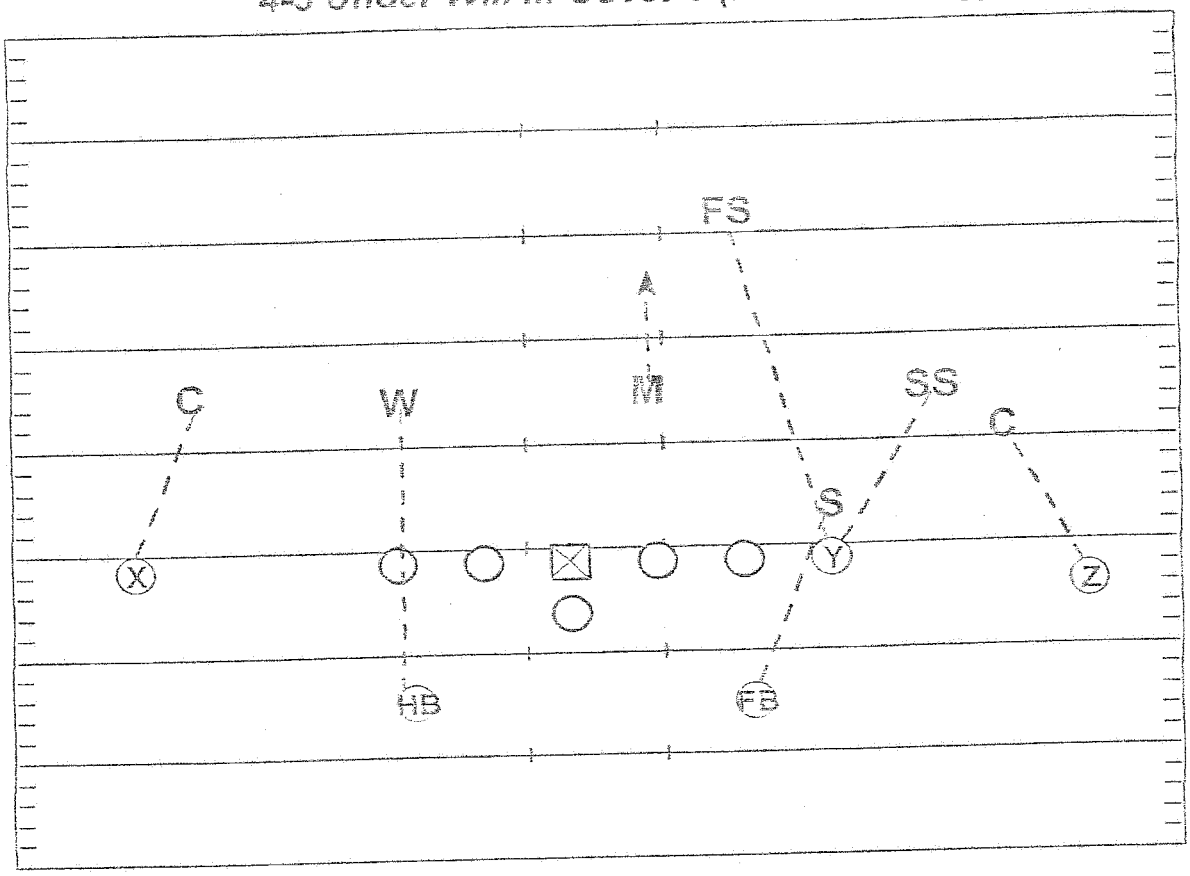
Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Outside Shade	Deep Outside 1/4 (Possible M/M on Z)
Strong Safety	10-12 Yards Deep - 4 Yards or Less Outside Hash	Strong Inside 1/4 Y In/Out, Free to Help on Inside Rts. Y Blocks = Force Run
Free Safety	10-12 Yards Deep - Over Weak OT	Zone Deep Outside 1/3 Weak
Weak Corner	7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
Sam	Defense Called	Zone Curl to Flat
Mike	Defense Called	Zone Strong Hook to Curl
Will	Defense Called	Zone Weak Hook to Curl

4-3 Stack Cover 5 (Dbl #1 Weak)



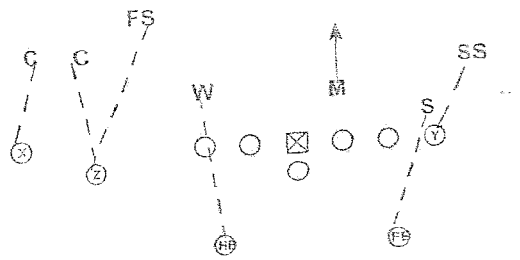
Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Inside Shade	Cover Z/ Man to Man
Strong Safety	7 Yards Deep Over Strong OT	Cover Y/ Man to Man
Free Safety	12 Yards Deep Over OT	M/M on X - Short & Long w/ CB; N/T = Play Like 2 Man
Weak Corner	7 Yards Deep Outside Shade	Cover X/ Man to Man Using Outside Tech.; Inside Help from FS
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 1st Back St. or Wk. N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free

4-3 Under Will In Cover 6 (Dbl #2 Strong)



Position	Alignment	Responsibility
Strong Corner	7-9 Yards Deep Inside - Shade	Cover Z/ Man to Man
Strong Safety	7 Yards Deep Outside Shade of Y	In/Out on Y w/FS. Take All Out Rts by Y. Y Goes In = Help Z
Free Safety	Over Strongside OT; 12 Yards Deep	In/Out on Y w/ SS. Take all In Rts. by Y. Y goes Out, Free in Mid.
Weak Corner	7-9 Yards Yards Deep Inside Shade	Cover X/Man to Man
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free

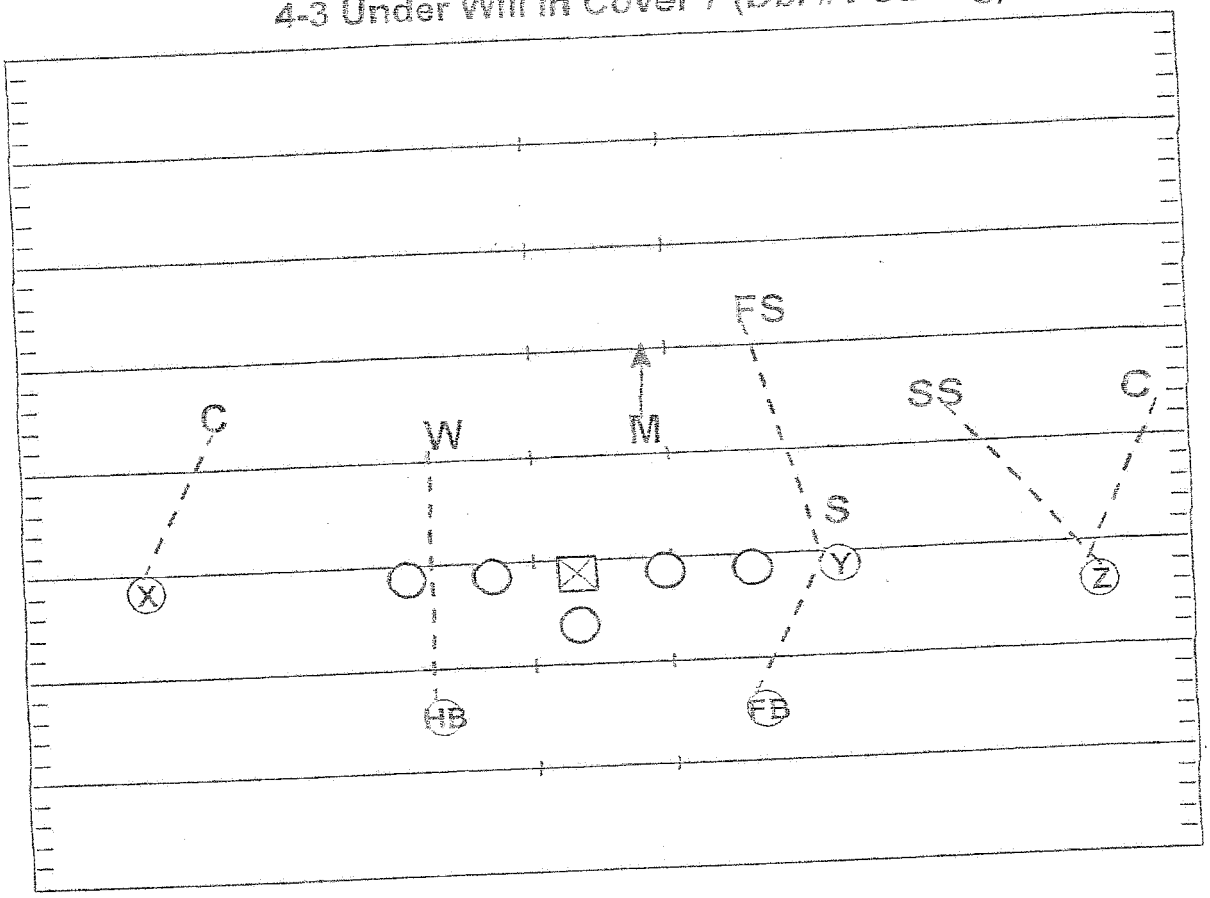
Cover 6 Variations



4-3 Under Will

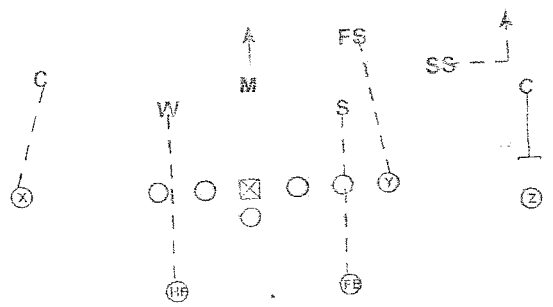
Cover 6

4-3 Under Will In Cover 7 (Dbl #1 Strong)



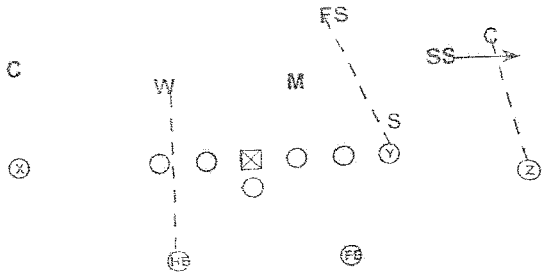
Position	Alignment	Responsibility
Strong Corner	7 Yards Deep Outside Shade	M/M Double on Z-Short/Long w/SS. Use Outside Tech.
Strong Safety	7-9 Yards Deep 3-4 Yards Outside Y	M/M Double on Z Take All Inside Cuts
Free Safety	12 Yards Deep Over Strong OT	Cover Y/Man to Man
Weak Corner	7-9 Yards Deep Inside Shade	Cover X/Man to Man
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak, N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free

Cover 7 Variations



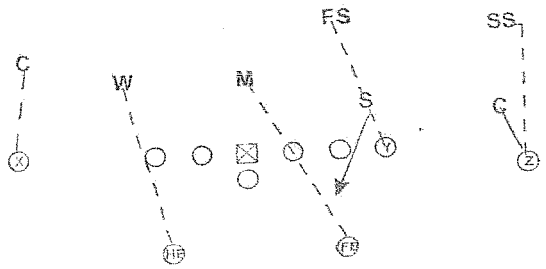
4-3 Stack

Cover 7 Cloud



4-3 Under Will

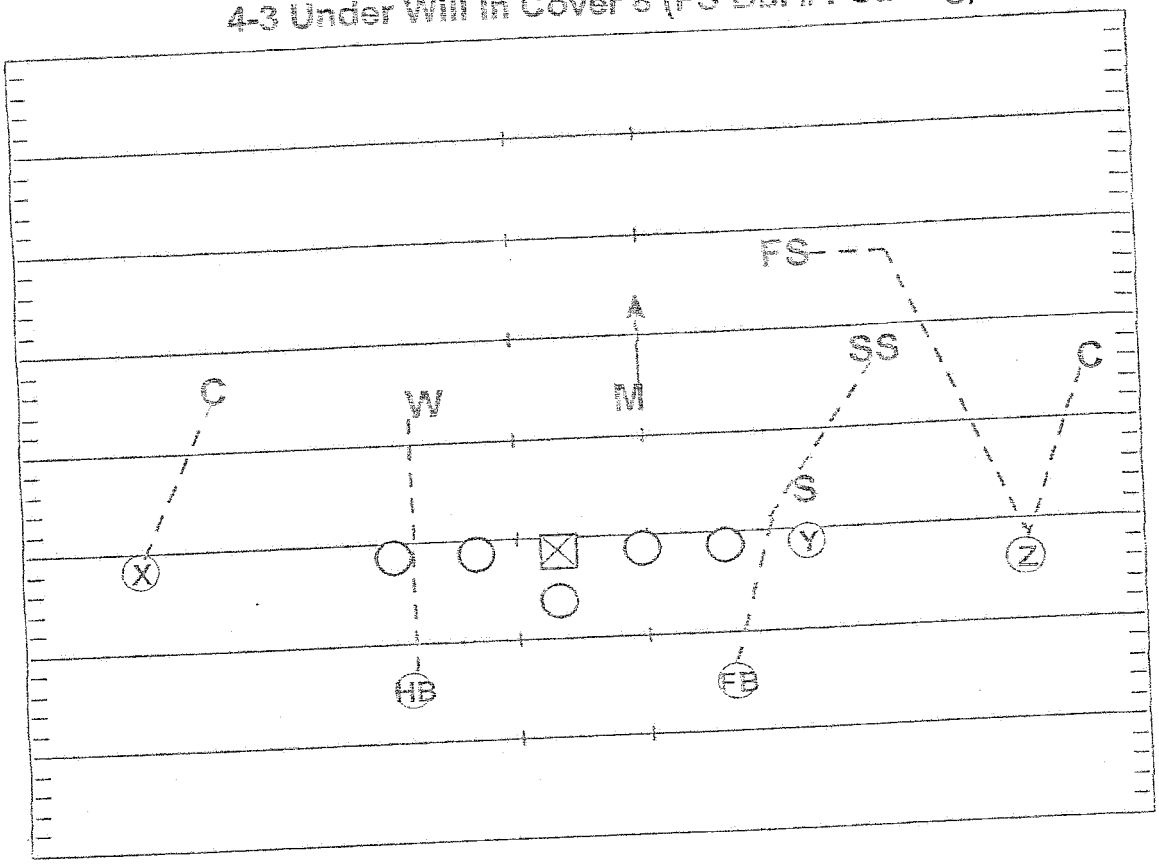
Cover 7 Sky



4-3 Stack Sam Dog

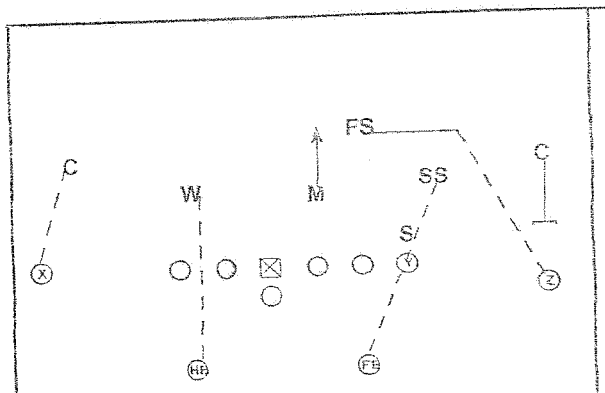
Cover 7U

4-3 Under Will In Cover 8 (FS Dbl #1 Strong)



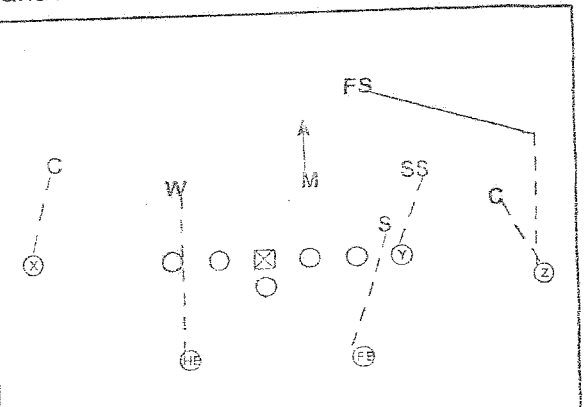
Position	Alignment	Responsibility
Strong Corner	7 Yards Deep Outside Shade	M/M Double on Z w/FS Outside Technique
Strong Safety	7 Yards Deep Outside Shade of Y	Cover Y M/M Y Blocks = Force Run
Free Safety	12 Yards Deep Over Strongside OT	Dbl. on Z w/Str. CB. Take all Inside Releases by Z. Nothing shows = Fre in Middle
Weak Corner	7 Yards Deep Inside Shade	Cover X/Man to Man Inside Technique
Sam	Defense Called	Cover 1st Back Strong, N/T = Free
Mike	Defense Called	Cover 2nd Back Strong or Weak, N/T = Free
Will	Defense Called	Cover 1st Back Weak, N/T = Free

Cover 8 Variations



4-3 Under Will

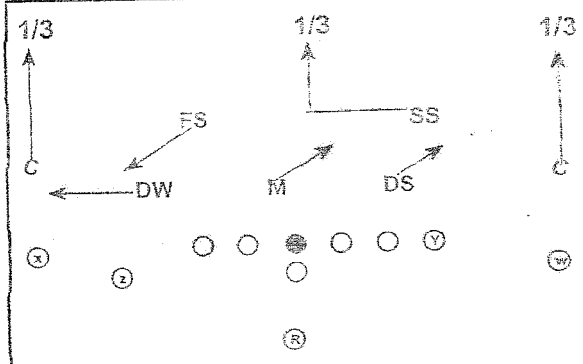
Cover 8



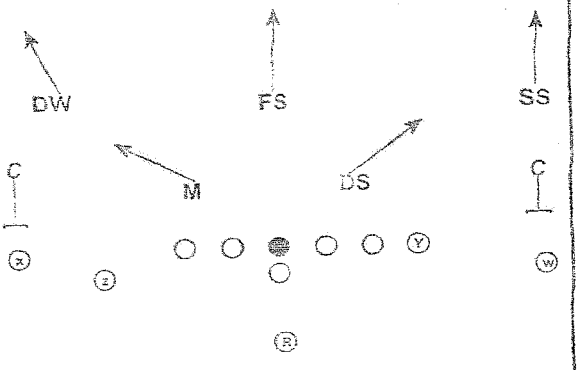
4-3 Under Will

Cover 8U

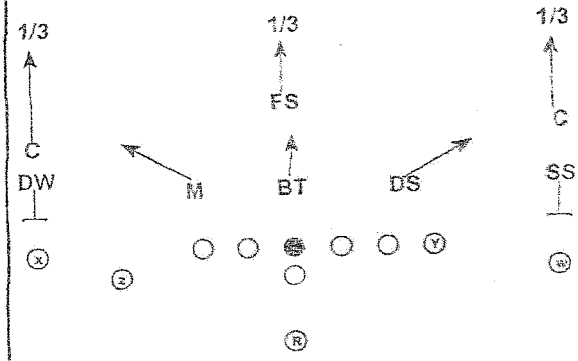
SUB COVERAGES - ZONE



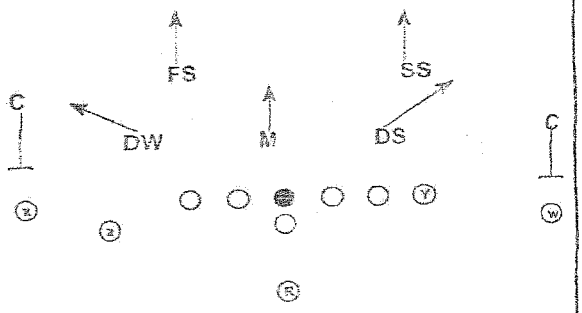
D 3 BUZZ



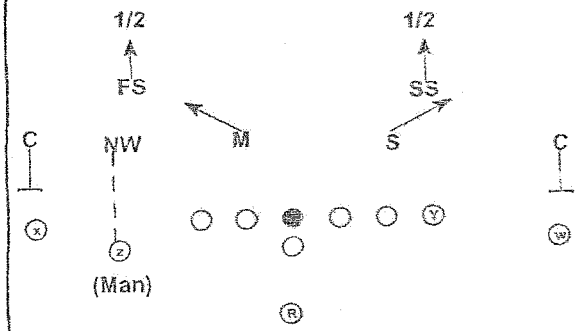
D 3 Cloud



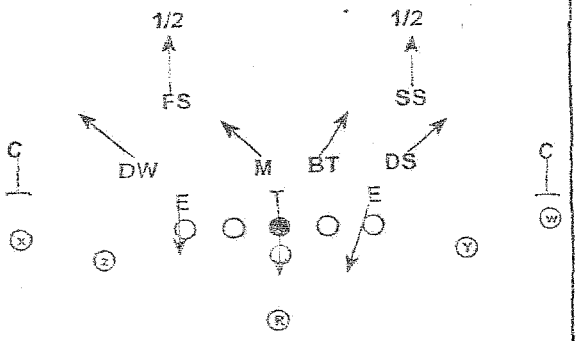
BAT - D 3 BAT DROP (3 MAN RUSH)



D 2

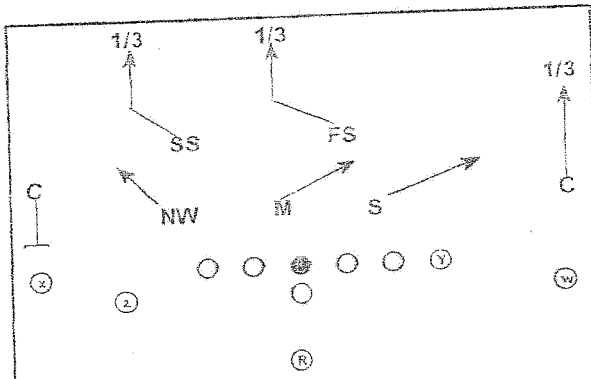


N 2 Cuff Z

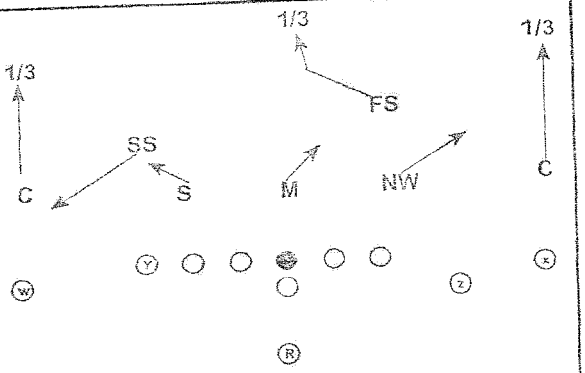


BAT-P2 BAT DROP

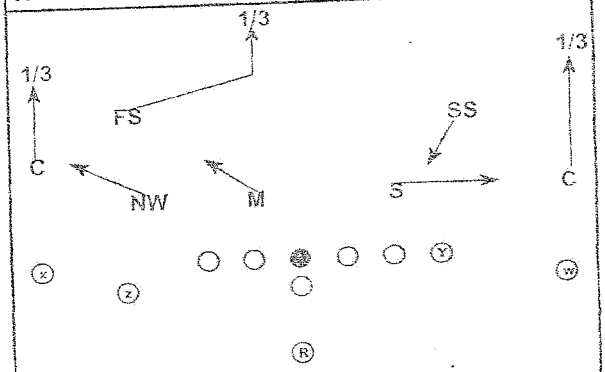
SUB COVERAGES - ZONE



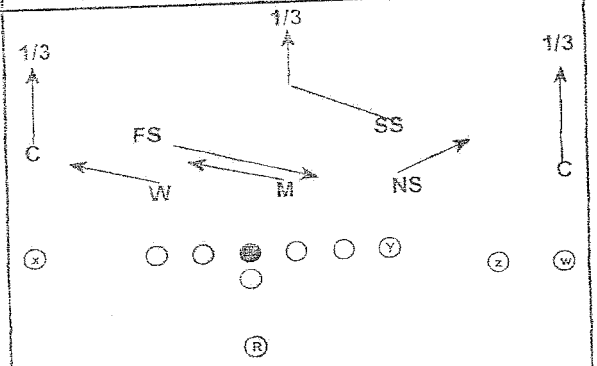
N 3 Cloud



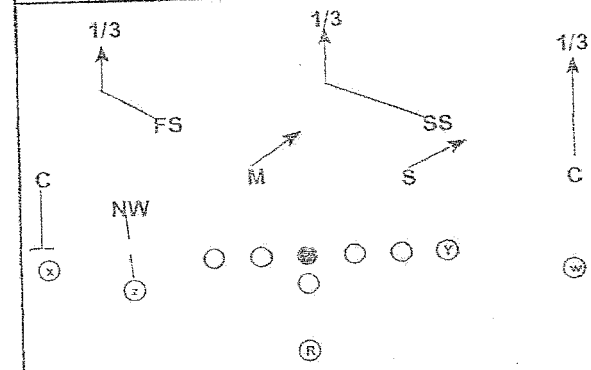
N 3 Sky Weak



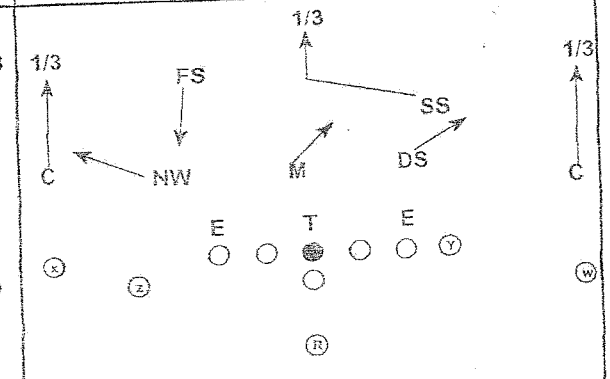
N 3 Buzz Weak



N 3 FS Buzz

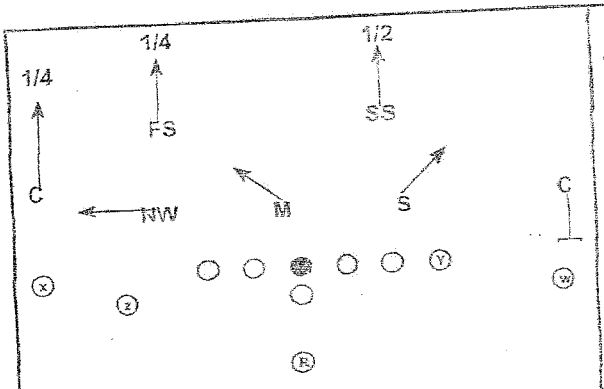


N 3 Cloud Cuff Z

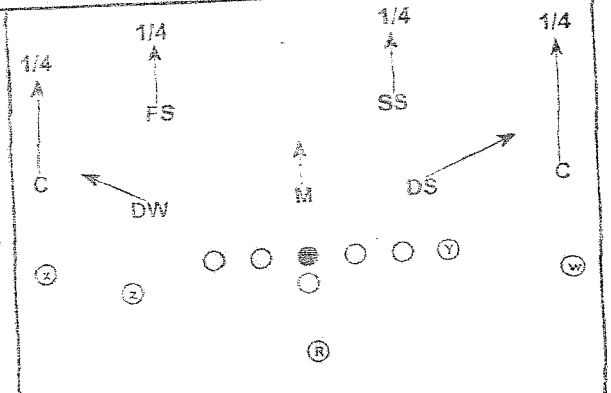


D 3 Buzz

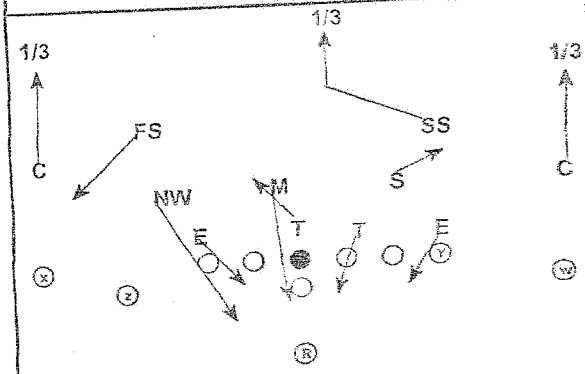
SUB COVERAGES - ZONE



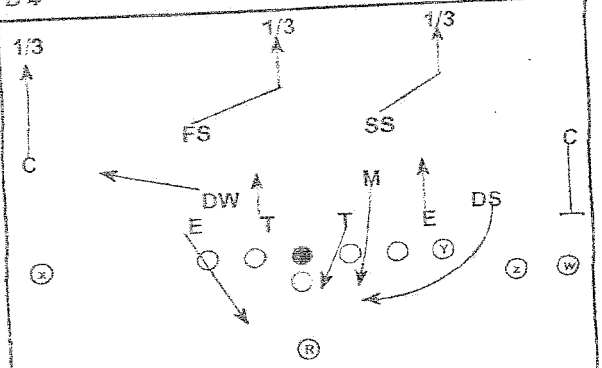
N 42



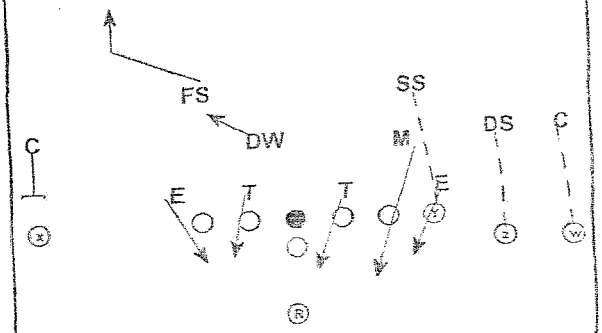
D 4



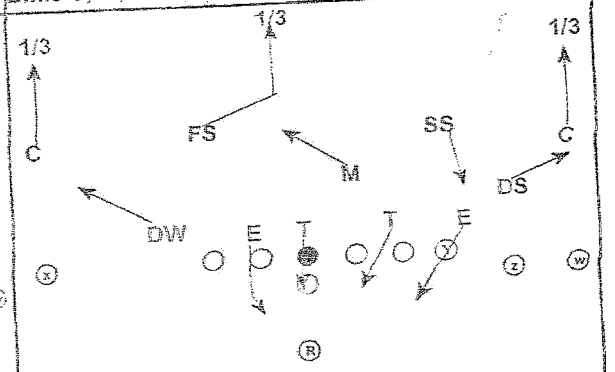
Nickel W Blitz 3



Dime S, M, Blitz 3 Cloud

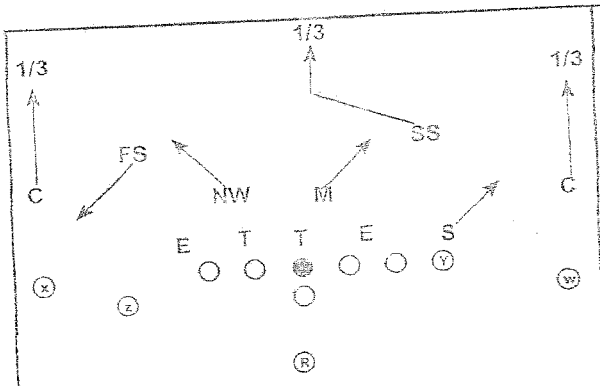


Dime M Dog 02

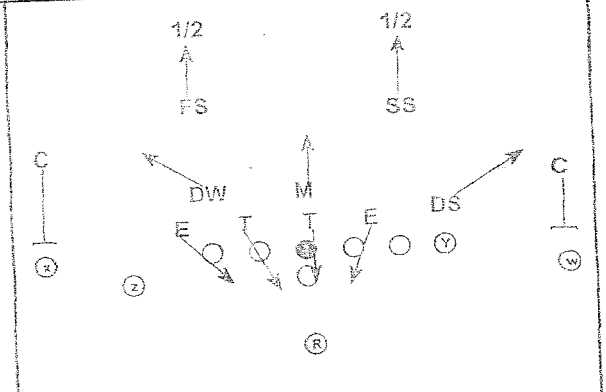


D 5 Down Strong 3 Buzz

SUB COVERAGES - ZONE

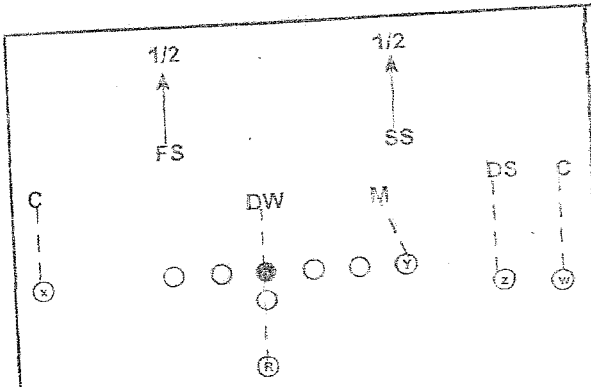


N 5 Down Weak 3

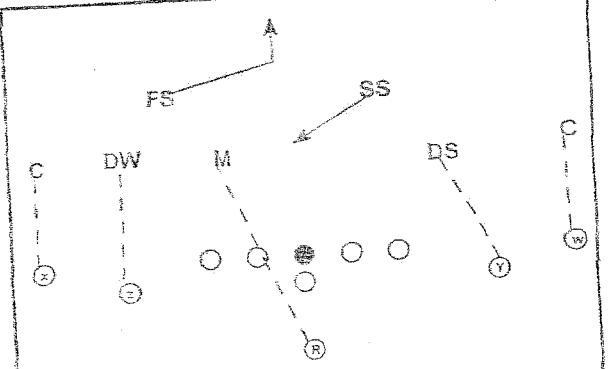


D 5 Down Weak 2

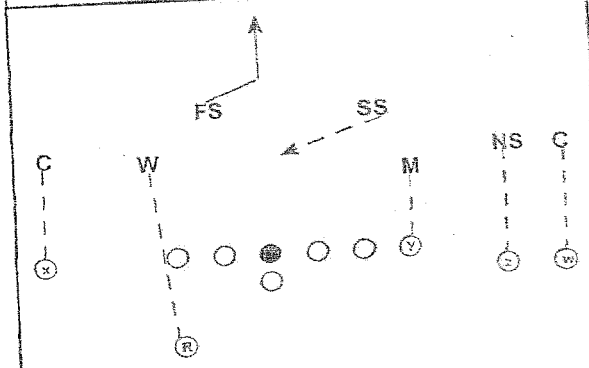
SUB COVERAGES - MAN



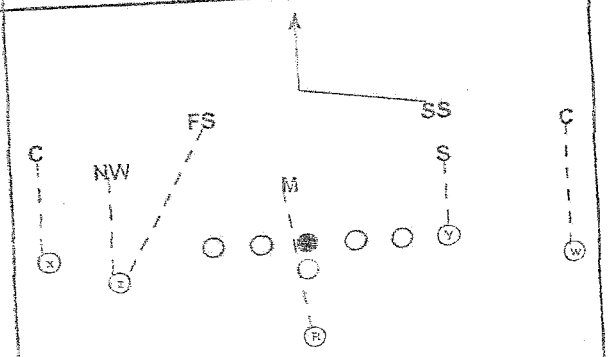
D 2 Man



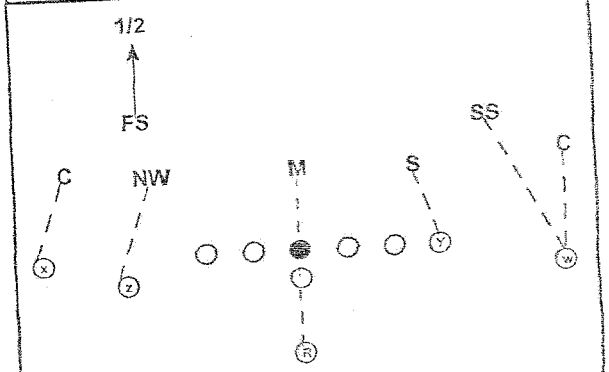
D 1 Lurk



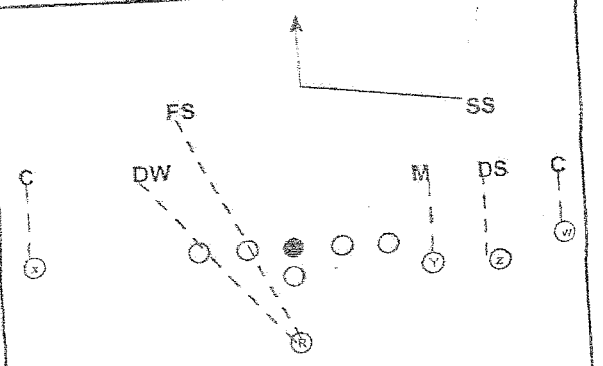
N 1 Robber



N 61 Free

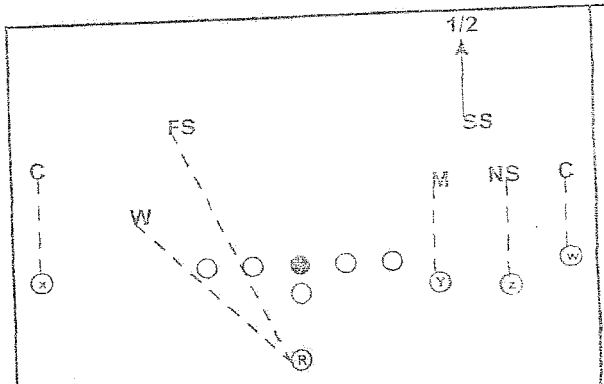


N 2 Man 5 Bracket

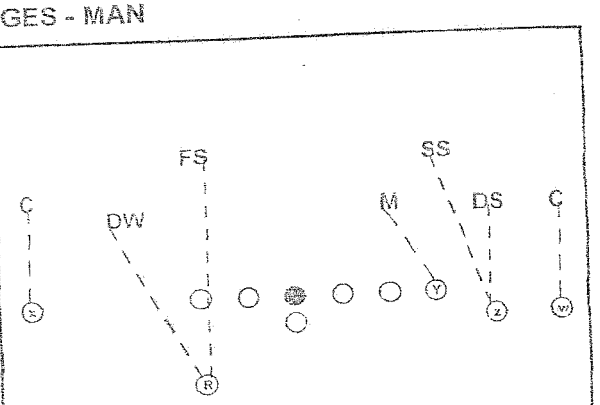


D 1 Lurk Rabbit

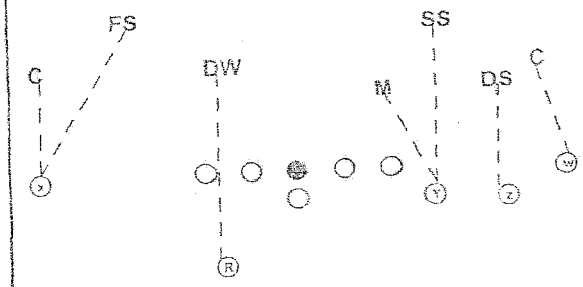
SUB COVERAGES - MAN



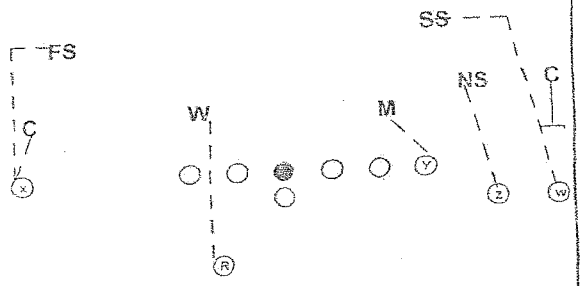
N 2 Man/ Lurk Rabbit



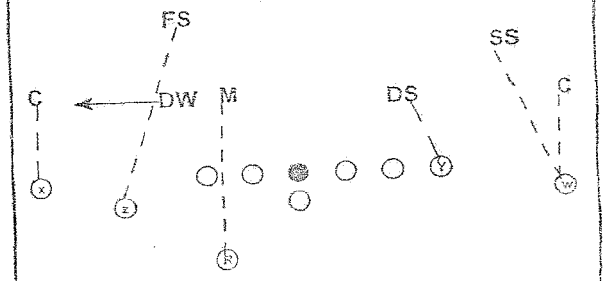
D 6/ Lurk Rabbit



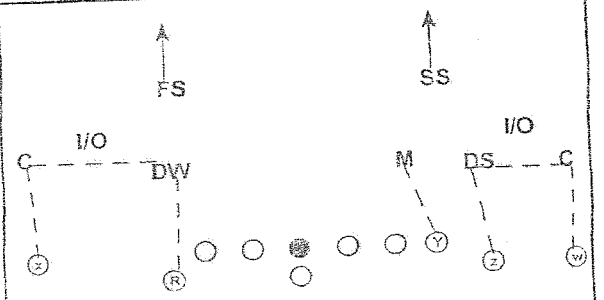
D 6Vise / 5



N 8C/ 5U



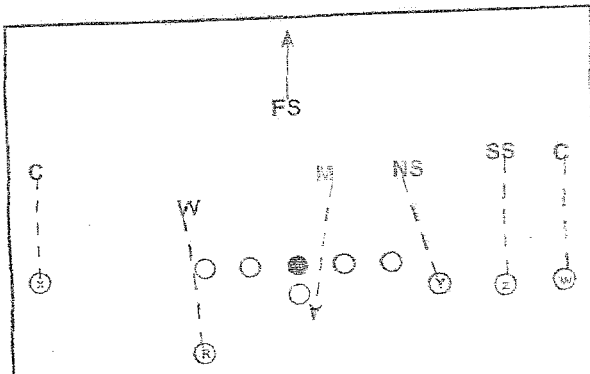
D 7 Buzz / 5



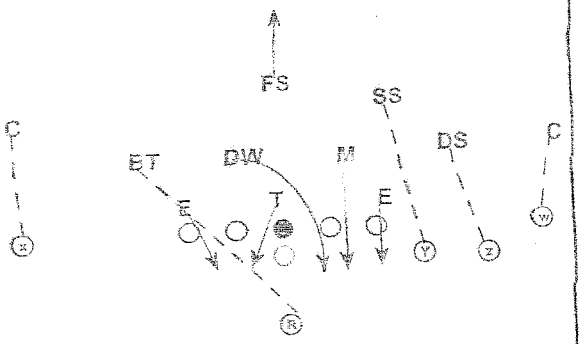
D Trio/ Trio

3 on 2 Both Sides

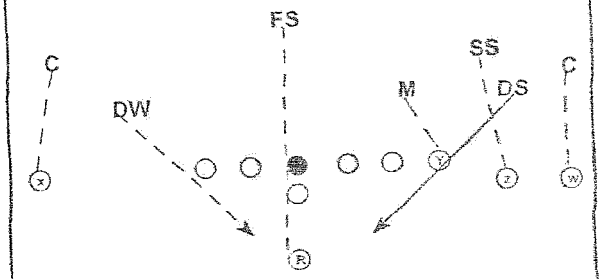
SUB COVERAGES - MAN



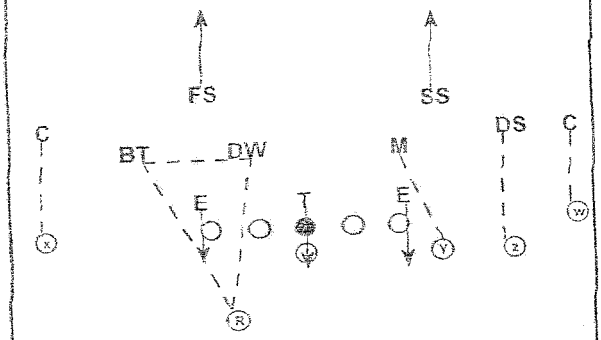
N M Dog 1 Free



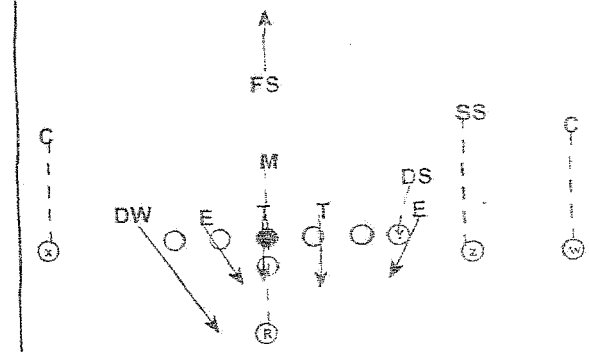
D Bat M/DW Cross X Str. Blitz 1 Free Bat Spy R



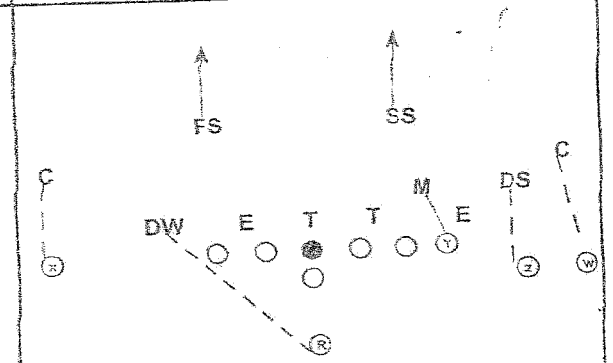
D DW/DS Blitz 0 (Storm)



D Bat-P 2 Man Bat Spy R



D 5 Down Strong DW-Dog 1



D 5 Down Strong 2/2 Man

HOUSTON TEXANS – 2012 COACHING SESSIONS
MEETING/LIFTING SCHEDULE

Week 1 – May 19 – May 22 (4 Workouts)				
1. Mon. May 19th	- 7:30 Team Meeting	8:00 Off Meet/Def Lift	9:00 Def Meet/Off Lift	10:15 Practice
2. Tues. May 20th	- 7:30 Spec Teams Meet	8:00 Off/Def Meet	9:00 Travel to Practice	11:15 Off Lift Legs
3. Wed. May 21st	- 7:30 Spec Teams Meet	8:00 Off/Def Meet	9:00 Travel to Practice	11:15 Def Lift Legs
4. Thurs. May 22nd	- 7:30 Spec Teams Meet	8:00 Def Meet/Off Lift	9:00 Off Meet/Def Lift	10:15 Practice

Week 2 – May 28 – May 30 (3 Workouts)				
5. Wed. May 28th	- 7:30 Spec Teams Meet	8:00 Off Meet/Def Lift	9:00 Def Meet/Off Lift	10:15 Practice
6. Thurs. May 29th	- 7:30 Spec Teams Meet	8:00 Off/Def Meet	9:00 Travel to Practice	11:15 Team Lift Legs
7. Fri. May 30th	- 7:30 Spec Teams Meet	8:00 Def Meet/Off Lift	9:00 Off Meet/Def Lift	10:15 Practice

Week 3 – June 2 – June 5 (4 Workouts)				
8. Mon. June 2nd	- 7:30 Spec Teams Meet	8:00 Off Meet/Def Lift	9:00 Def Meet/Off Lift	10:15 Practice
9. Tues. June 3rd	- 7:30 Spec Teams Meet	8:00 Off/Def Meet	9:00 Travel to Practice	11:15 Off Lift Legs
10. Wed. June 4th	- 7:30 Spec Teams Meet	8:00 Off/Def Meet	9:00 Travel to Practice	11:15 Def Lift Legs
11. Thurs. June 5th	- 7:30 Spec Teams Meet	8:00 Def Meet/Off Lift	9:00 Off Meet/Def Lift	10:15 Practice

Week 4 – June 9 – June 11 (3 Workouts)				
12. Mon. June 9th	- 7:30 Spec Teams Meet	8:00 Off Meet/Def Lift	9:00 Def Meet/Off Lift	10:15 Practice
13. Tues. June 10th	- 7:30 Spec Teams Meet	8:00 Off/Def Meet	9:00 Travel to Practice	11:15 Team Lift Legs
14. Wed. June 11th	- 7:30 Spec Teams Meet	8:00 Def Meet/Off Lift	9:00 Off Meet/Def Lift	10:15 Practice

Practice Starts at 10:15 A.M. / Lift Upper Body Before Practice

Practice Starts at 9:15 A.M. / Lift Lower Body After Practice

2003 TEXANS OFFENSE
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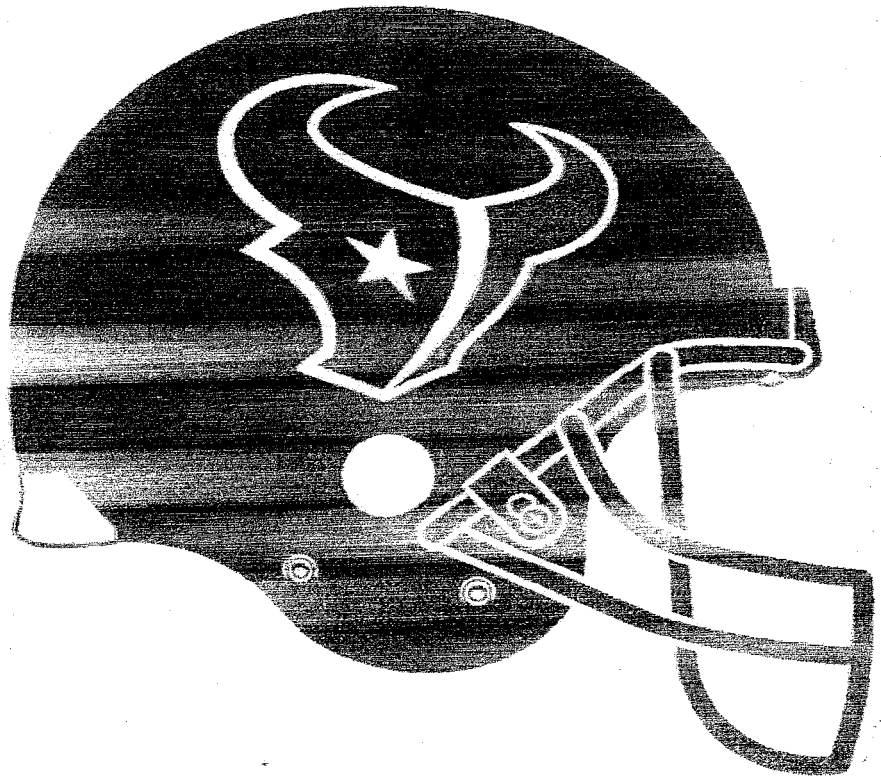

MEETING #1

TEXANS OFFENSE

2003 TEXANS OFFENSE
Meeting #1

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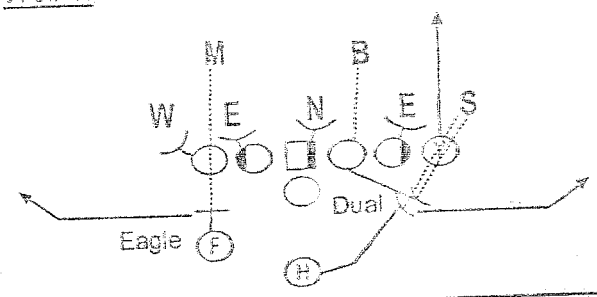
82 / 83 (84-85)

34 Under



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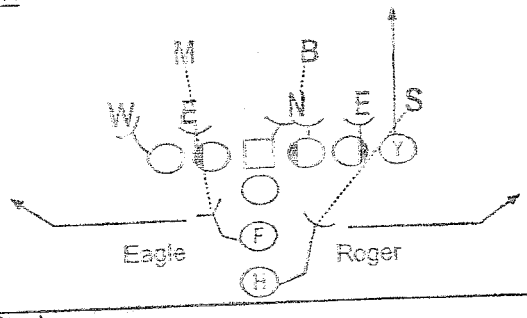

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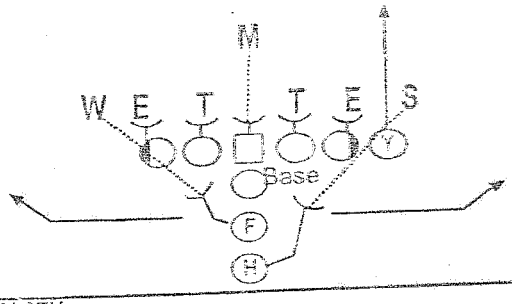

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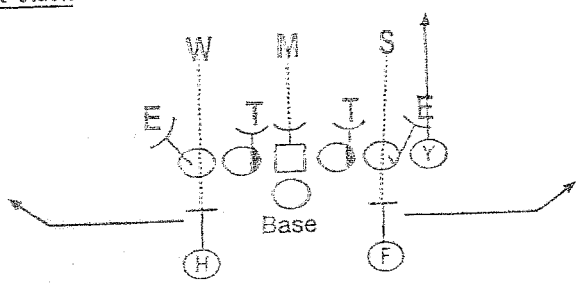

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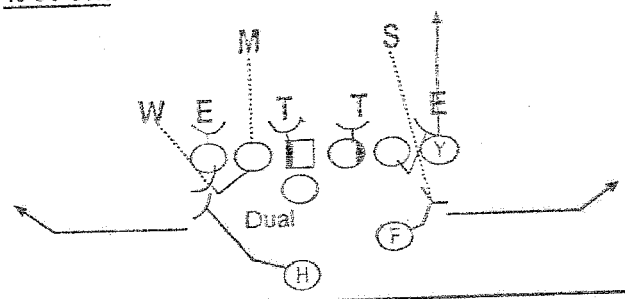

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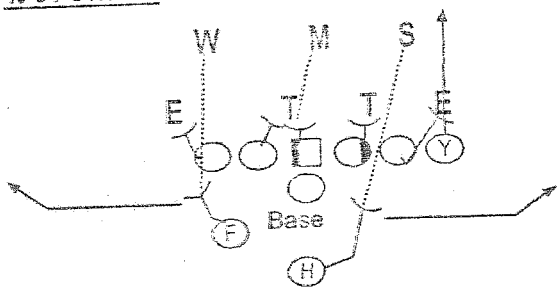

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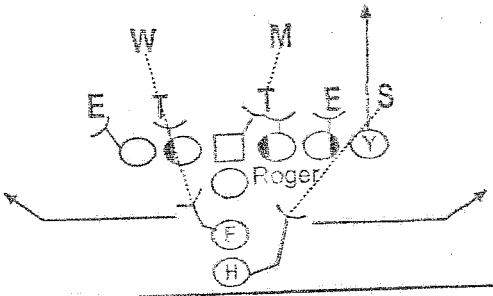

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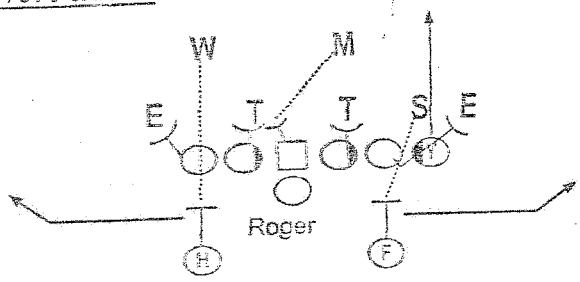

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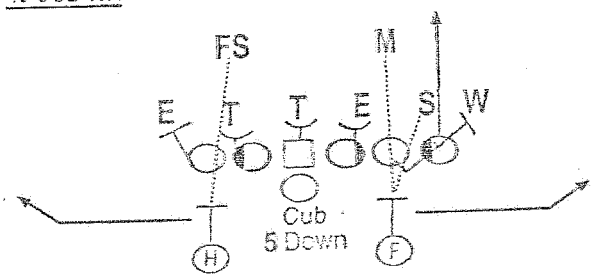

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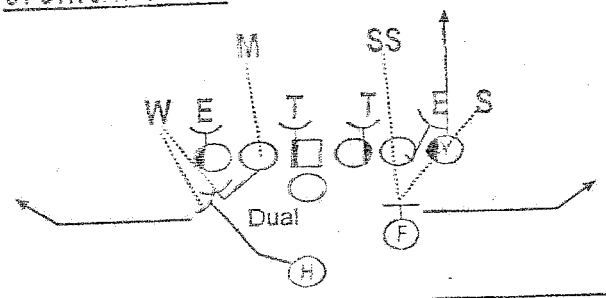

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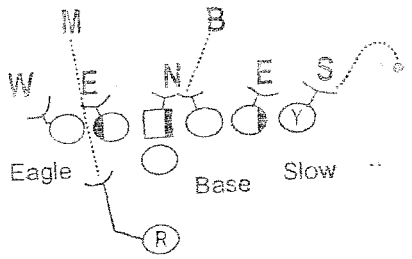
34 Under



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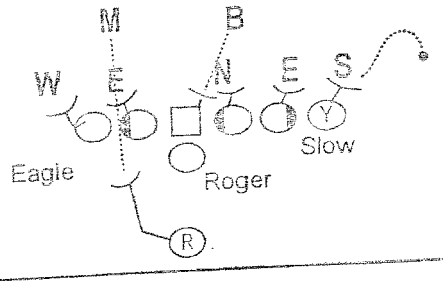

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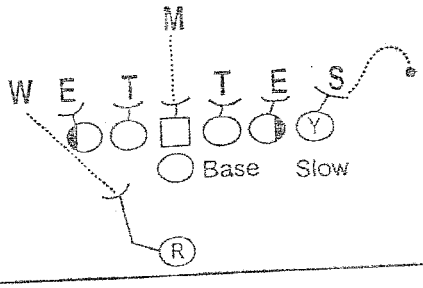

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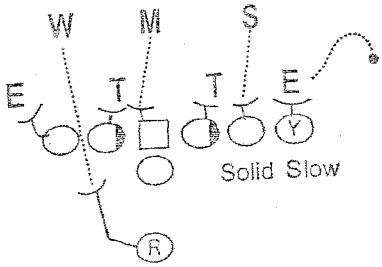

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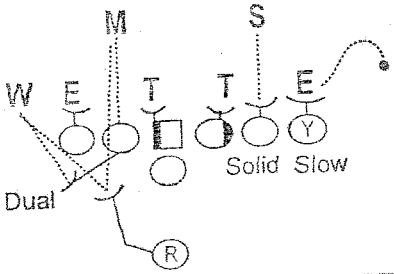

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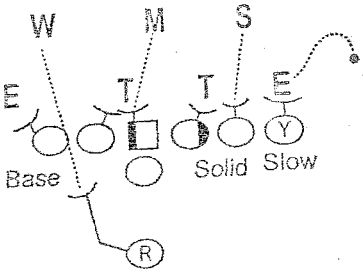

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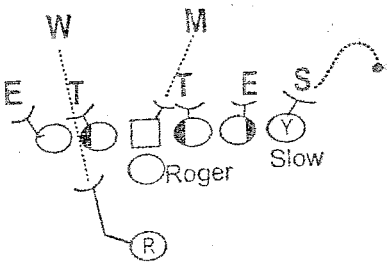

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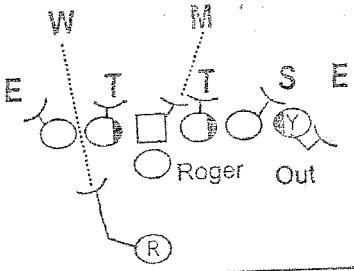

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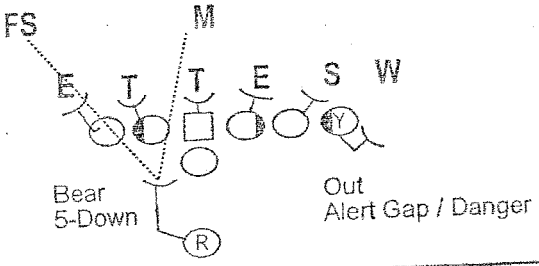

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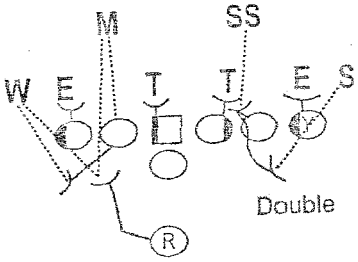
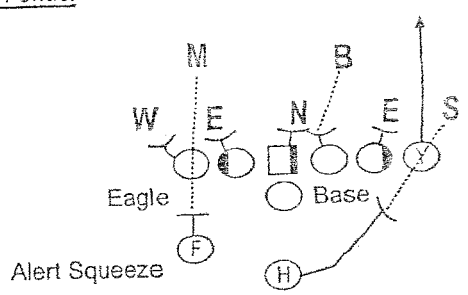


PROTECTION

92 / 93 (94/95)

34 Under



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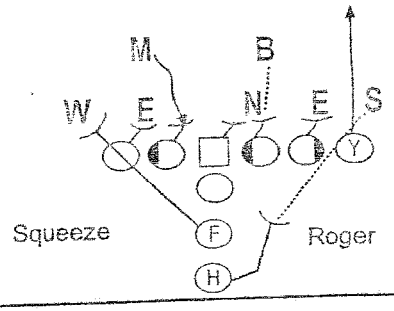

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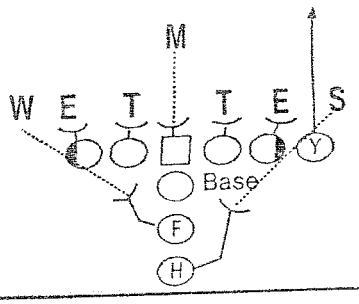

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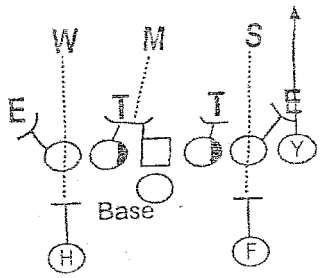

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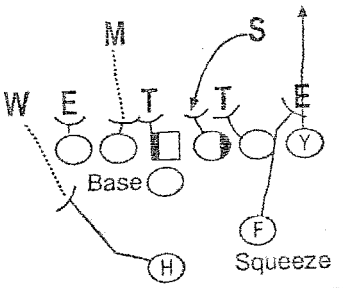

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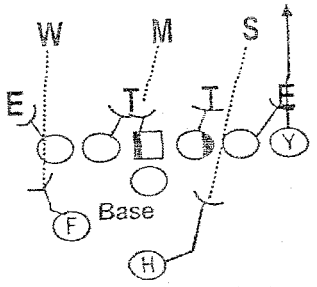

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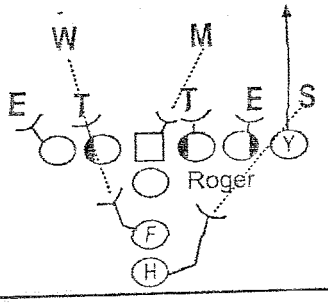

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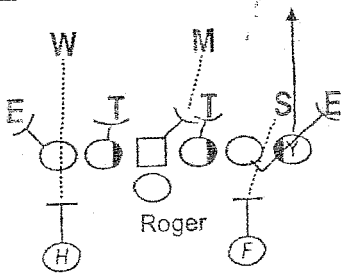

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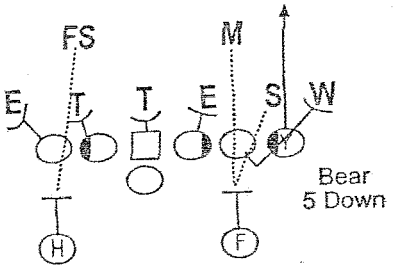
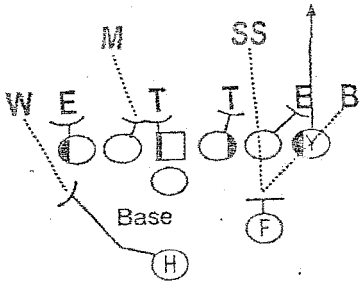


OV STK SAM OUT SIN



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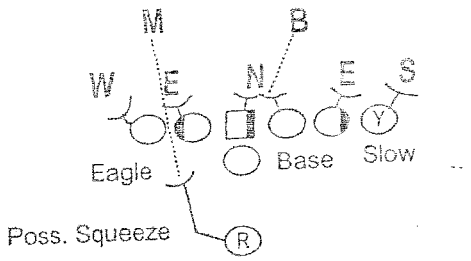
34 Under



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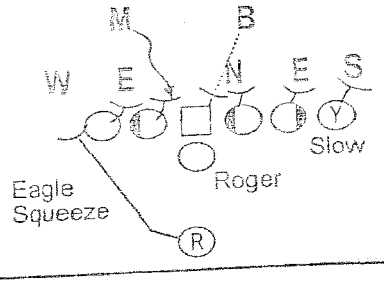

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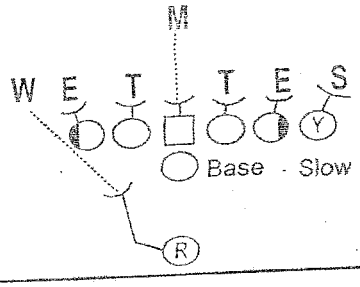
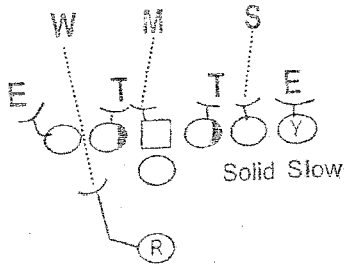
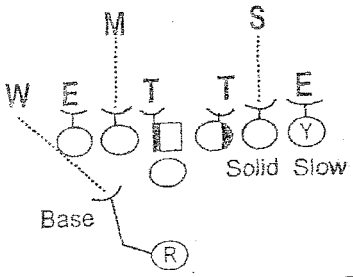


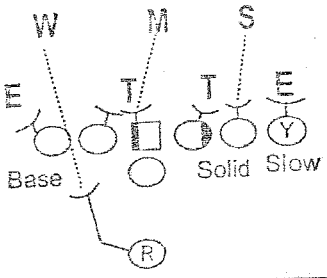
43 Stack



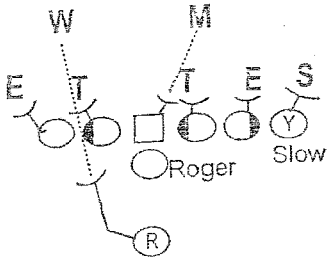
43 OV STK



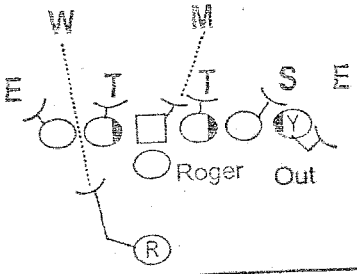
43 OV STK WIN



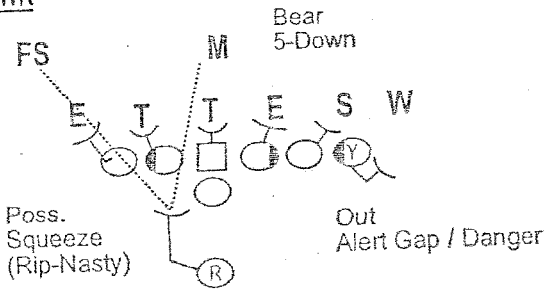
44 STG



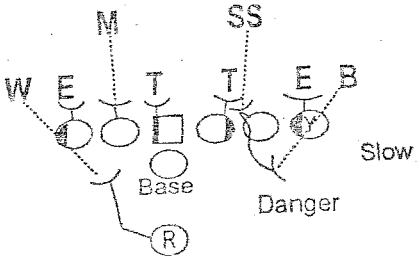
44 STG SAM SW



5 Down WK



OV STK SAM OUT SIN



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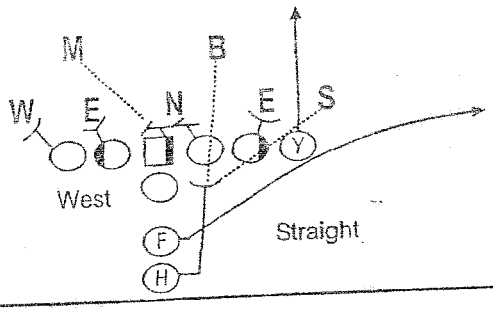
34 Under



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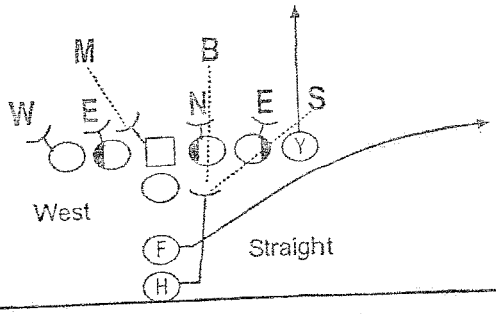

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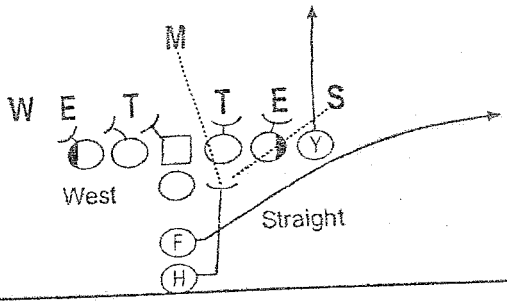
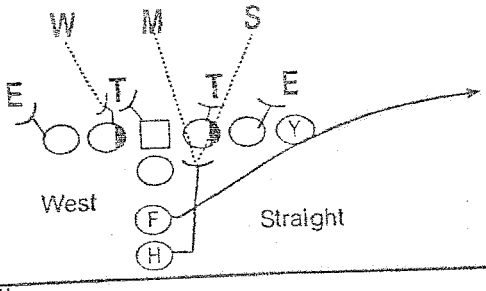
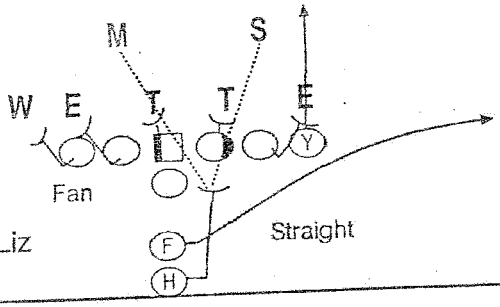


43 Stack

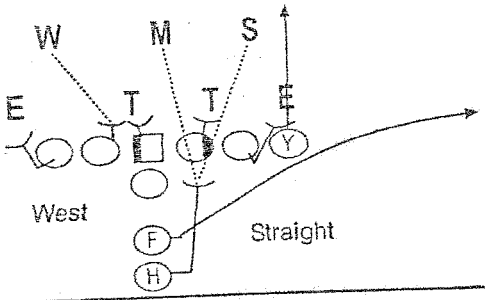


43 OV STK

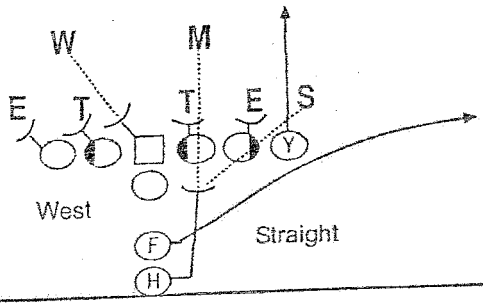


Possible Liz

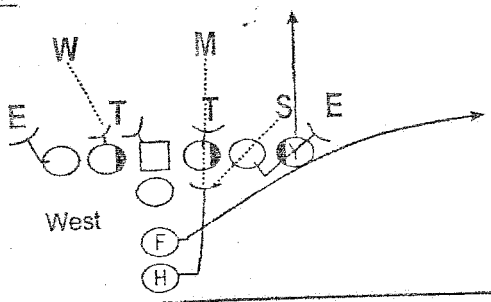
43 OV STK WIN



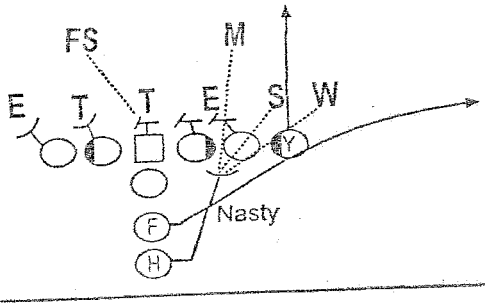
44 STG



44 STG SAM SW

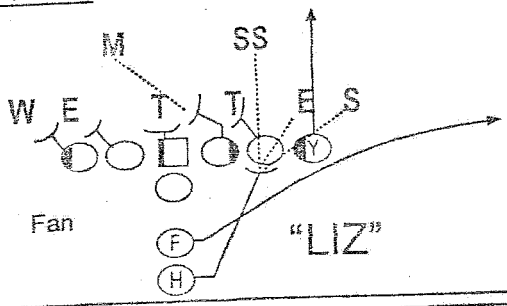


43 CUB WK



"Liz"

OV STK SAM OUT SIN



"LIZ"

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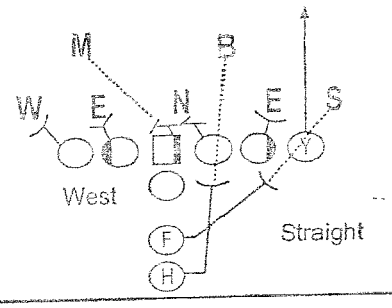
34 Under



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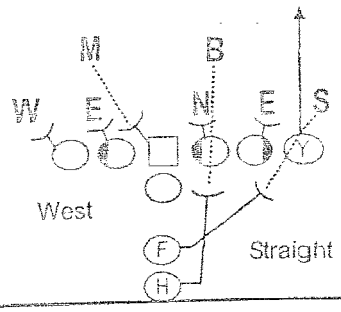

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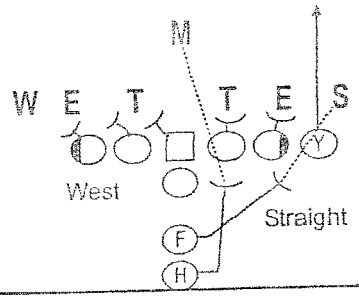
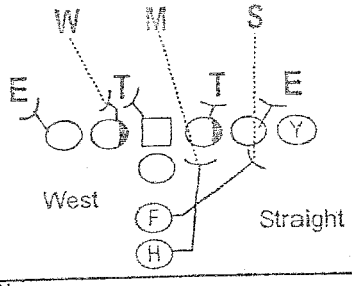
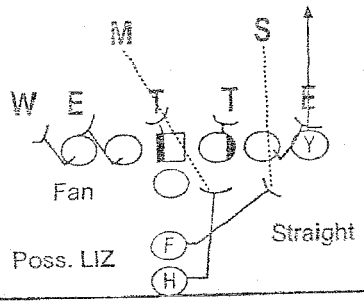


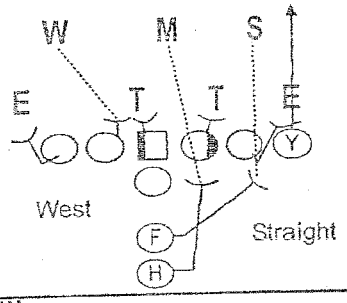
43 Stack



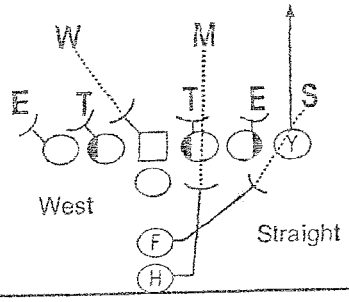
43 OV STK



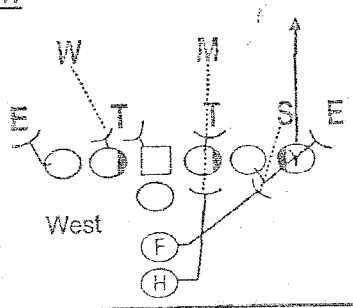
43 OV STK WIN



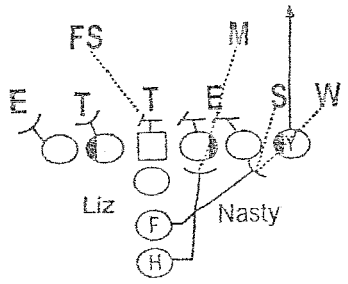
44 STG



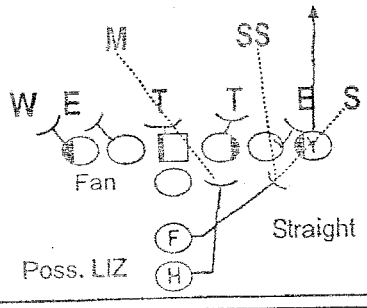
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



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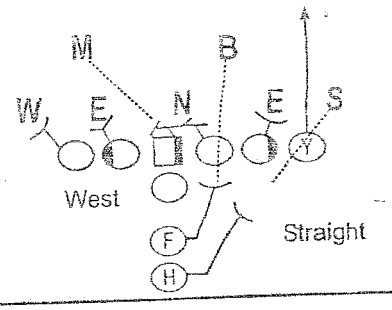
34 Under



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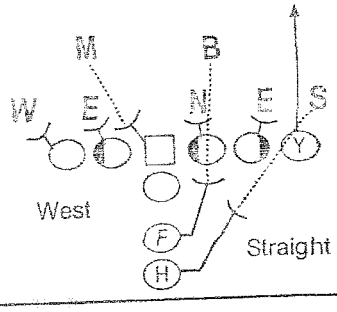

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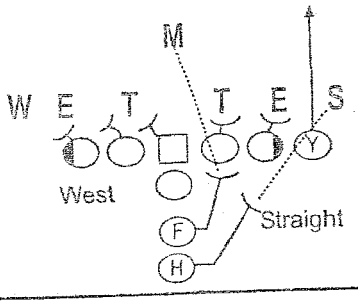
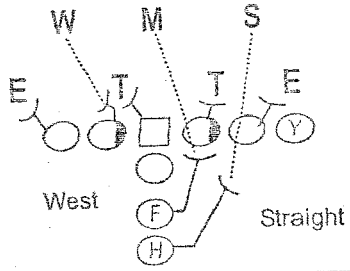
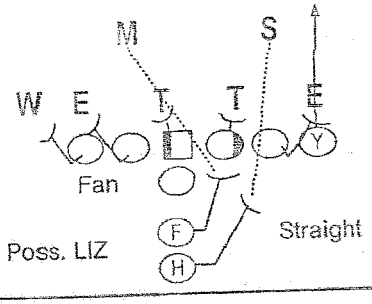


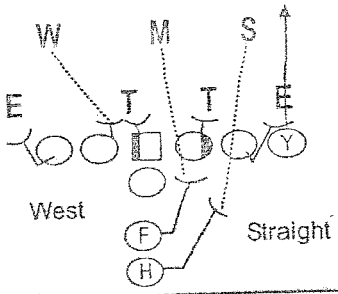
43 Stack



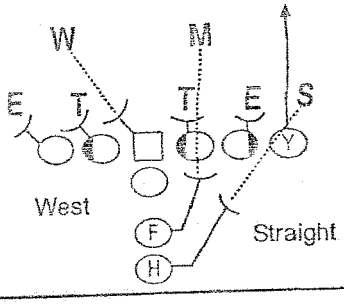
43 OV STK



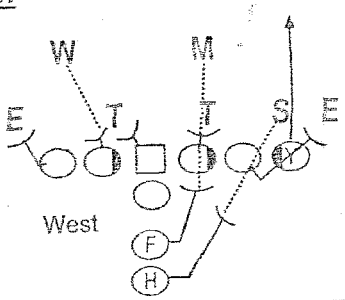
43 OV STK WIN



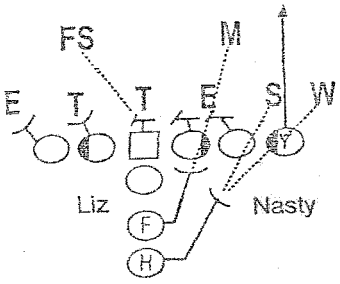
44 STG



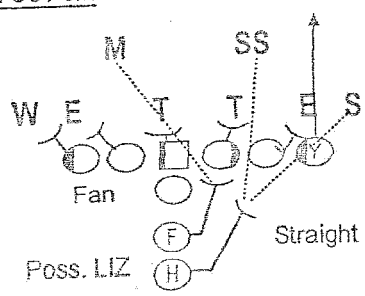
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



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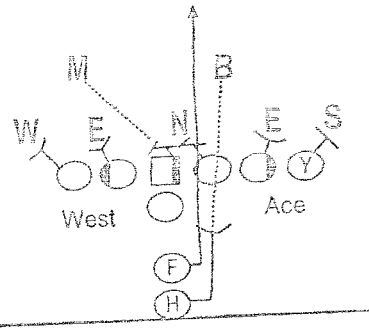
34 Under



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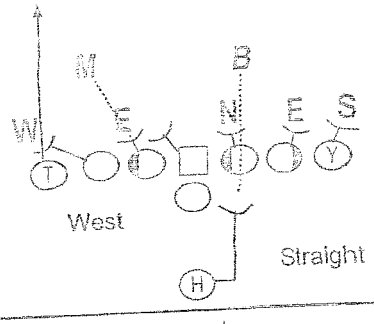

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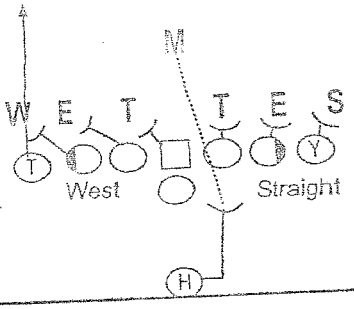
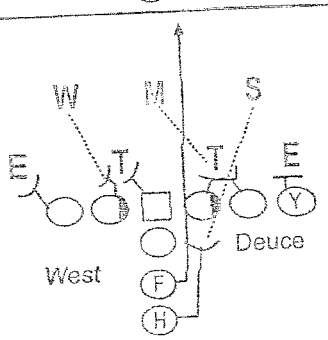
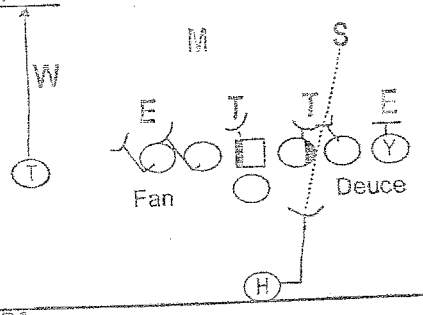


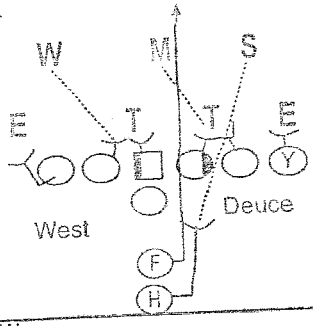
43 Stack



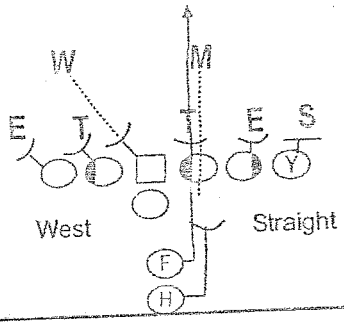
43 OV STK



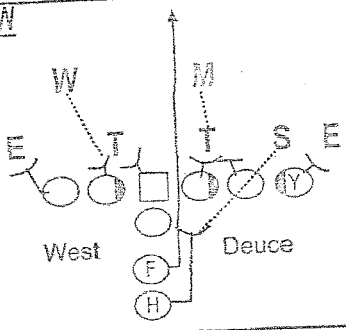
43 OV STK WIN



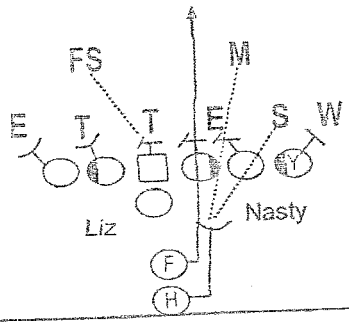
44 STG



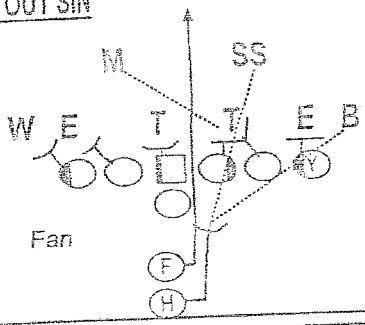
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



PROTECTION

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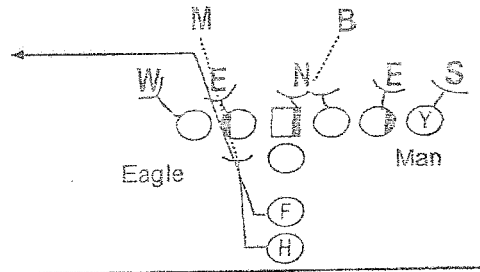
34 Under



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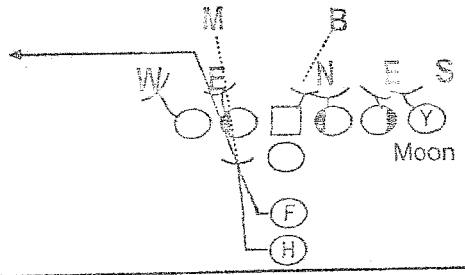

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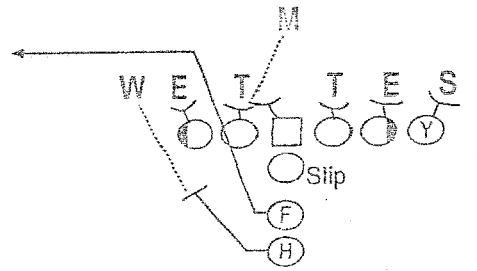
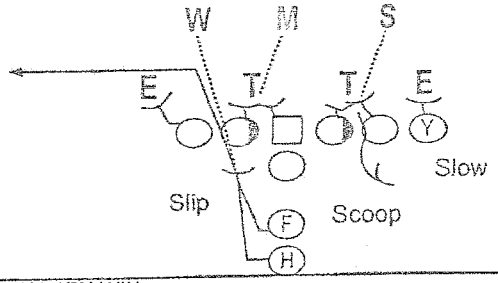
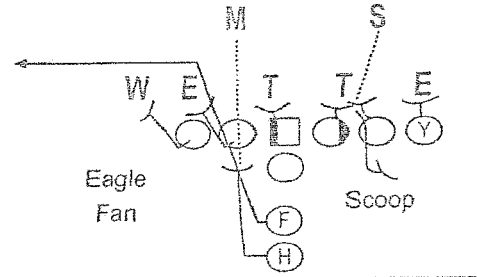


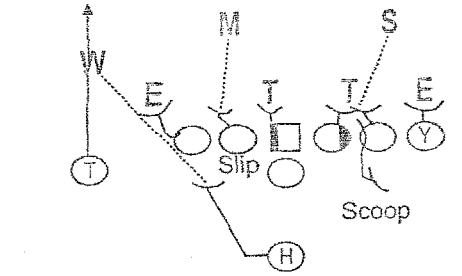
43 Stack



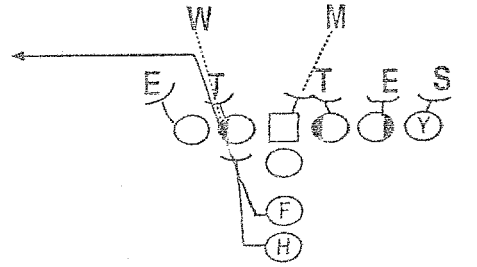
43 OV STK



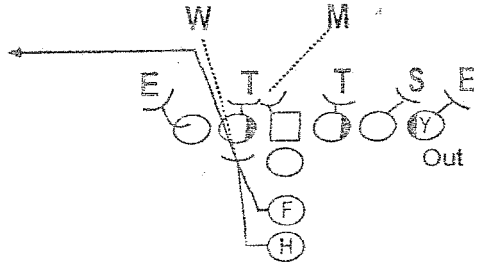
43 OV STK WIN



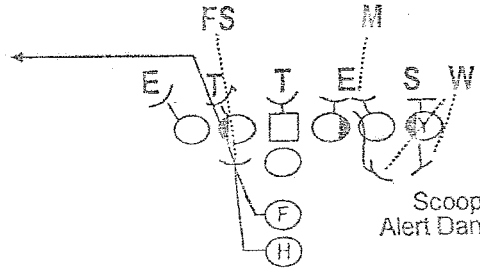
44 STG



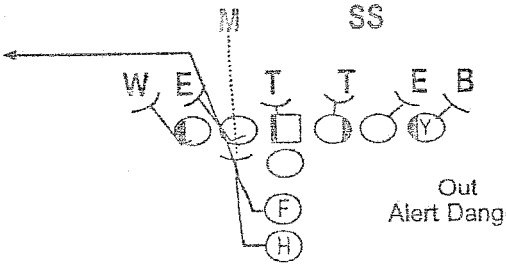
44 STG SAM SW



43 CUB WK



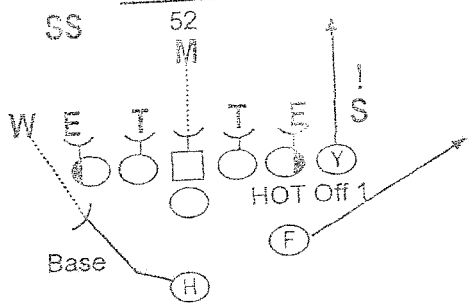
OV STK SAM OUT SIN



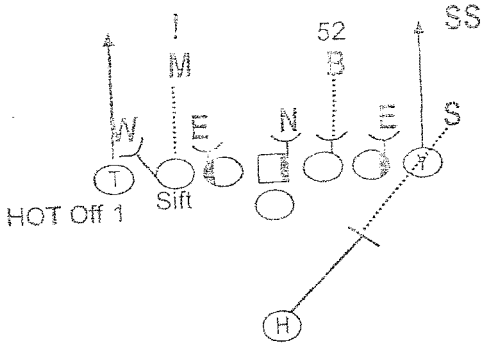
LUCKY / RINGO

"LUCKY / RINGO" call by QB adjusts our protection and Hot Adjustments. "Lucky" or "Ringo" straightens up Protection (No Duals). Uncovered OL Blocks 1st Blitzer Head-Up to callside. Back Blocks 2nd Blitzer to callside. QB should ID LB by jersey # the defender he wants the OL to Block. BST Sifts (Alert to Squeeze). Receivers must adjust their Hot adjustment to Hot off 1 AWAY from the "Lucky or "Ringo" call. Receivers TO the "Lucky" or"Ringo" call now react Hot off 3, or 2 Outside the TE.

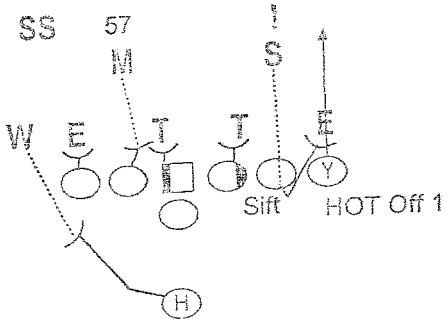
62-"LUCKY 52"



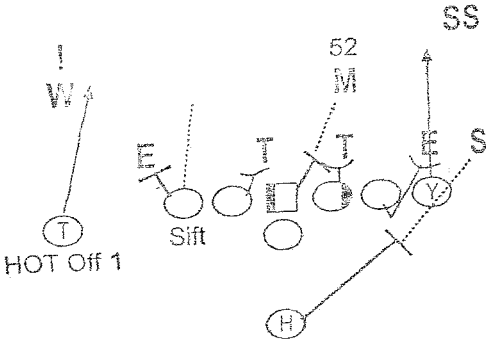
62-"RINGO 52"



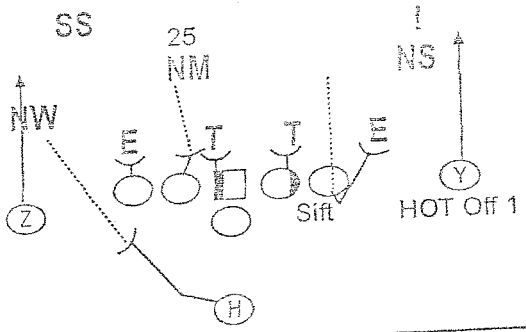
76-"LUCKY 57"



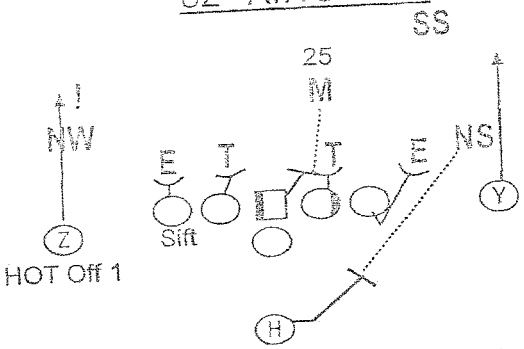
76-"RINGO 52"



76-"LUCKY 25"



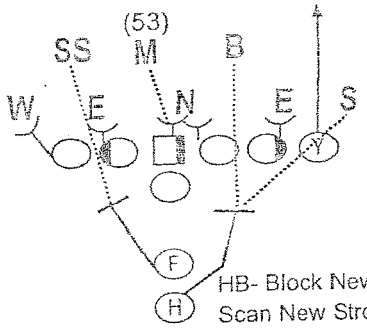
62-"RINGO 25"



ROGER / LOUIE

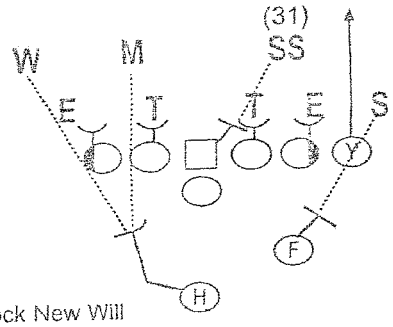
"ROGER/LOUIE" call by QB adjusts our protection identifies the Mike LB. When faced with defenses that move LB's and DB's around, the "Roger" or "Louie" call identifies the Middle of the 3 designated LB's. Once the Mike is Identified by a "Roger" or "Louie" call, the next defender to the strongside is the SAM LB, the next defender to the weakside is the Will LB.

82-"LOUIE 53"



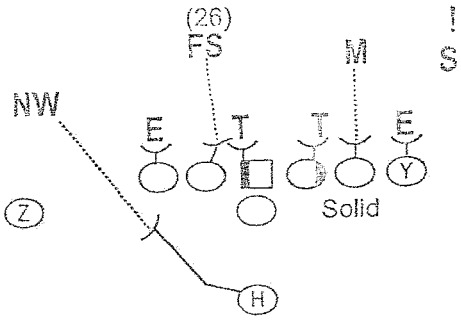
HB- Block New Sam
Scan New Strong Safety

82-"ROGER 31"

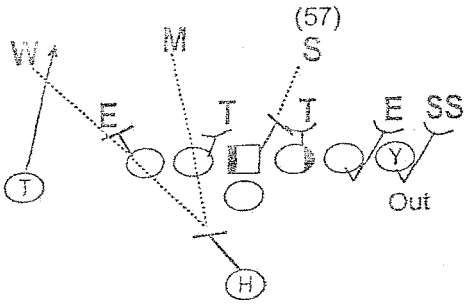


HB- Block New Will
Scan New Free Safety

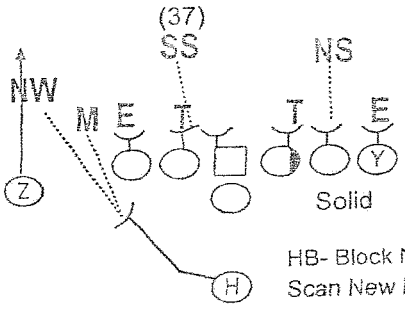
80-"LOUIE 26"



80-"ROGER 57"

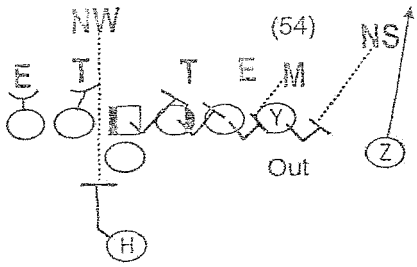


80-"LOUIE 37"



HB- Block New Will
Scan New Free Safety

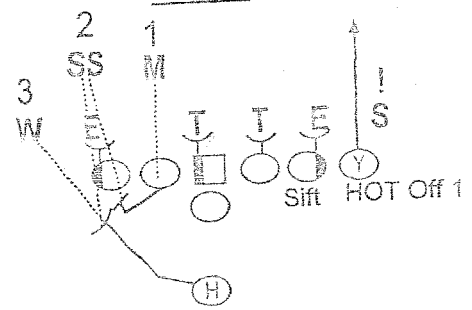
80-"ROGER 54"



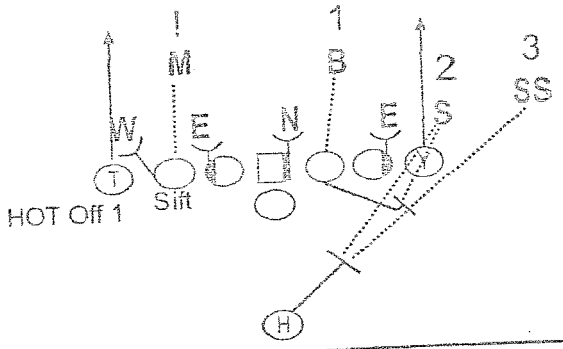
R/L

"R/L" call by QB adjusts our protection and Hot Adjustments. "R" or "L" sends the back to the Right or Left, and Puts the Frontside Uncovered Lineman on a Dual. It is designed to handle 3 Man Overloads, as it handles 2 of 3 Potential Rushers. The Uncovered OL duals #1 to #2, the RB duals #2 to #3. Vs. 62/63 Protection Sift or Dual Backside. Vs. 76/77 protection QB must make "SOLO-R or L"; BST Sift, Alert Squeeze. Receivers must adjust their Hot adjustment to Hot off 1 AWAY from the "R" or "L" call. TO the "R" or "L", it takes 3 to adjust Hot.

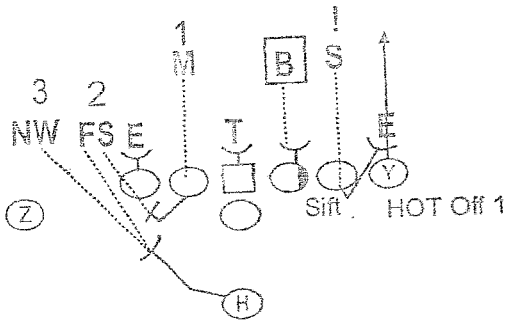
62-"L"



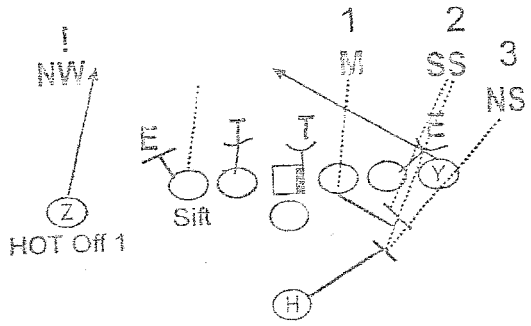
62-"R"



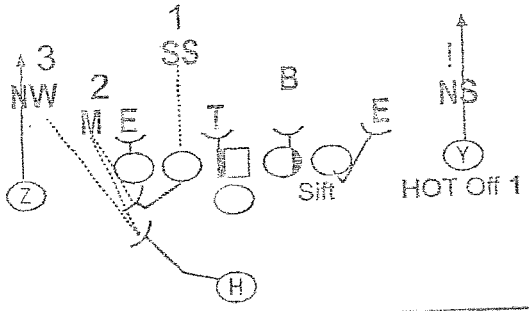
76-"SOLO - L"



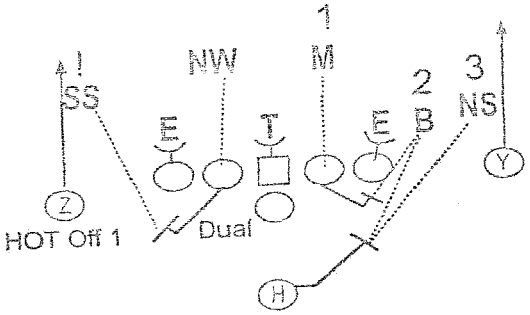
76-"SOLO - R"



76-"SOLO - L"

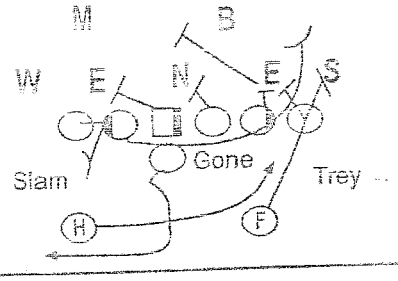


62-"R"

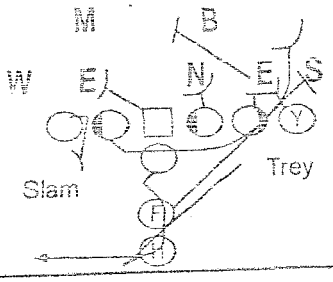


SLANT 36-37 POWER O

34 Under



34 / 44



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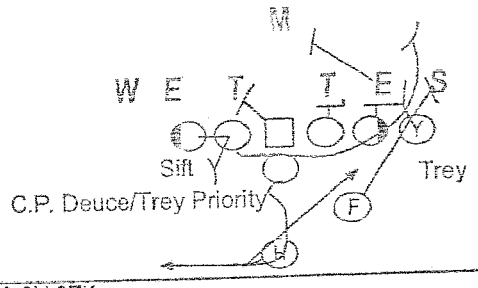
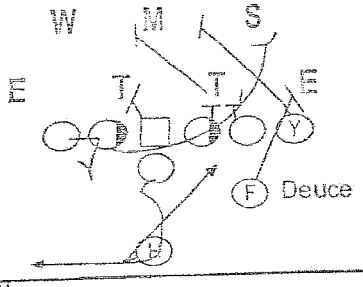
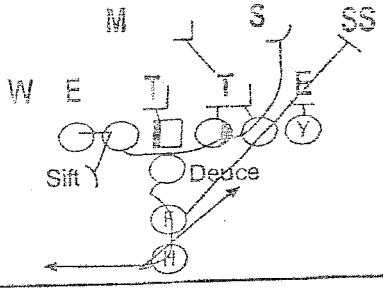


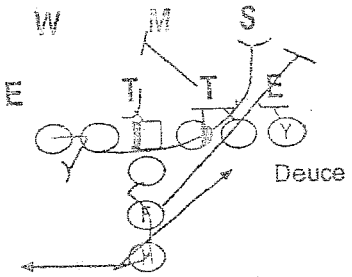
43 Stack



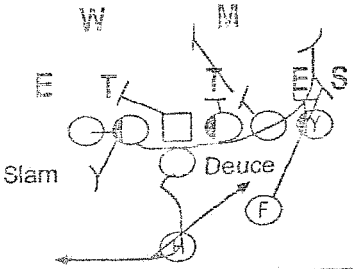
43 OV STK



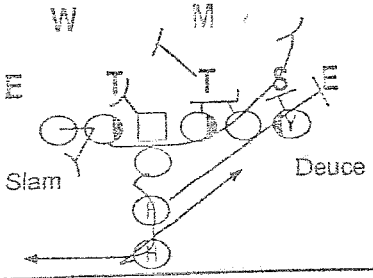
43 OV STK WIN



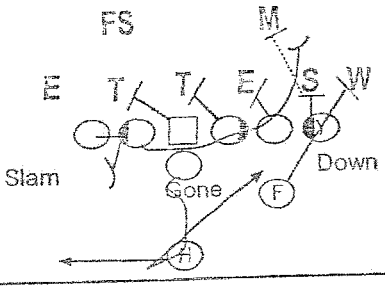
44 STG



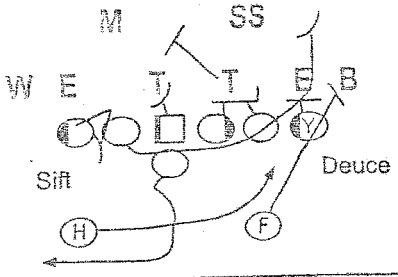
44 STG SAM SW



43 CUB WK

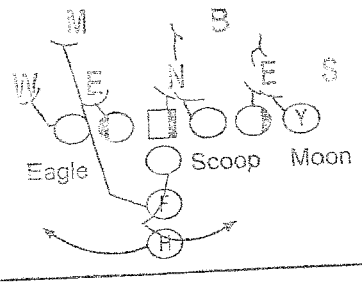


OV STK SAM OUT SIN

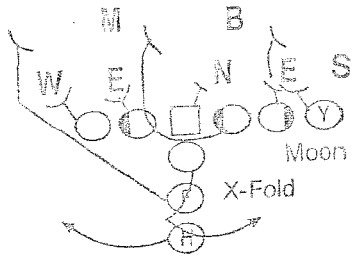


TOSS 39-38 BOB

34 Under



34 / 44



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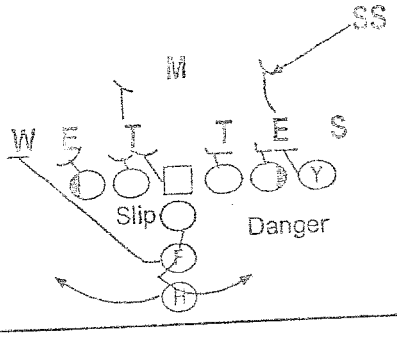
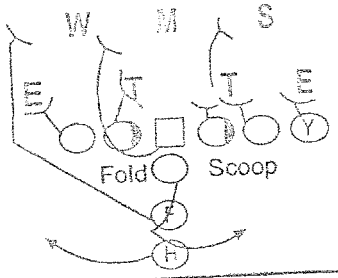
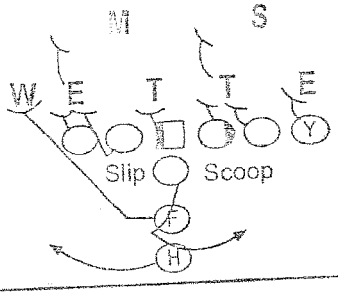


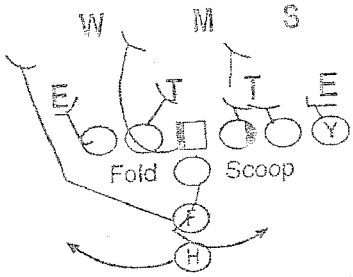
43 Stack



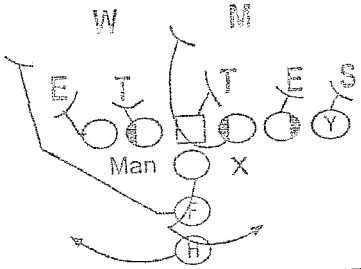
43 OV STK



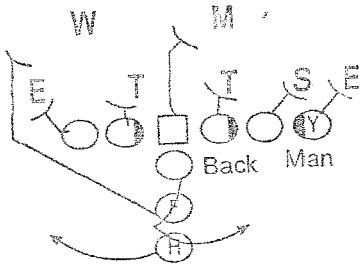
43 OV STK WIN



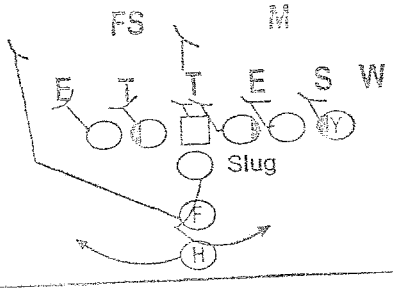
44 STG



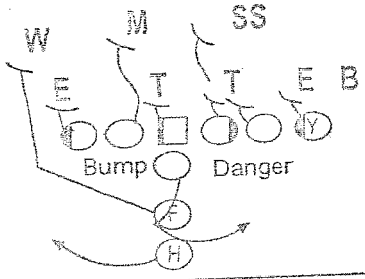
44 ST G SAM SW



43 CUB WK

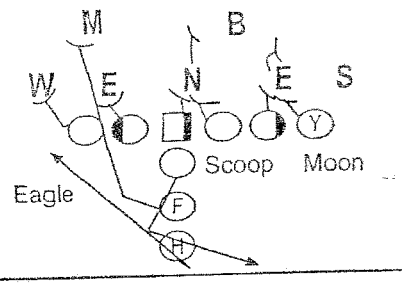


OV STK SAM OUT SIN



RIDE 39-38 BOB

34 Under



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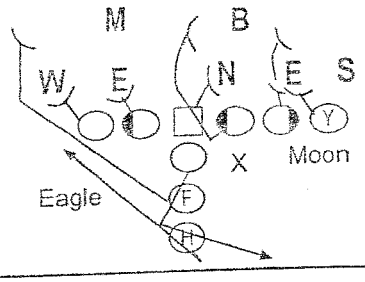

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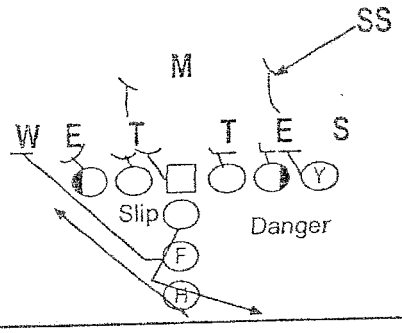
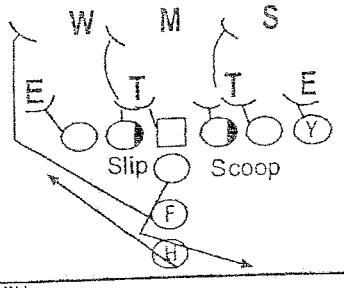
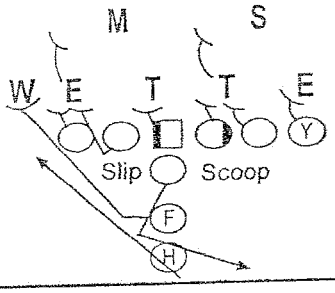


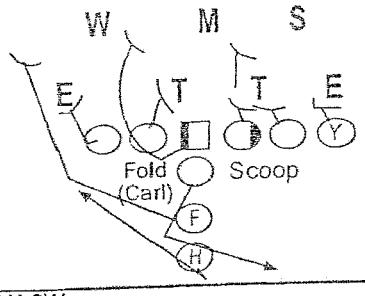
43 Stack



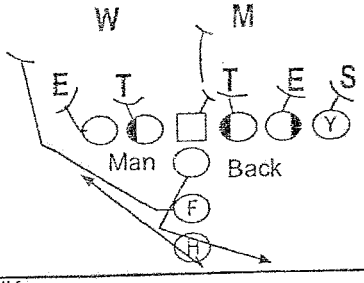
43 OV STK



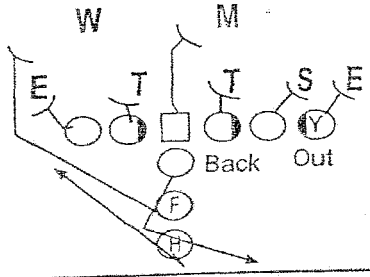
43 OV STK WIN



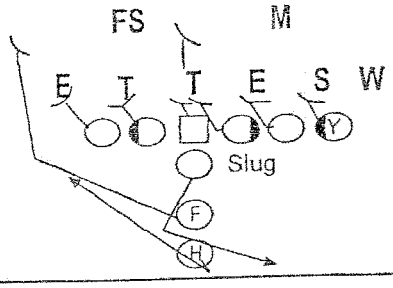
44 STG



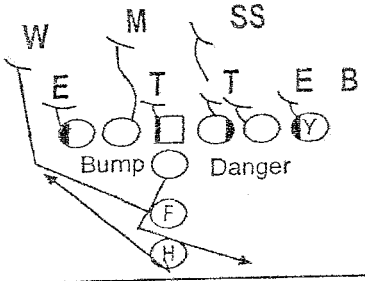
44 STG SAM SW



43 CUB WK

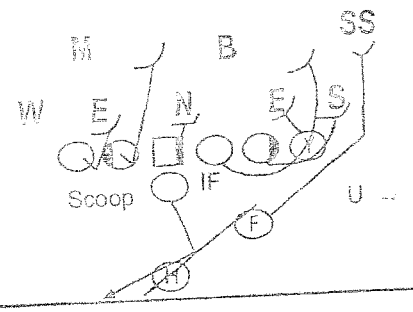


OV STK SAM OUT SIN

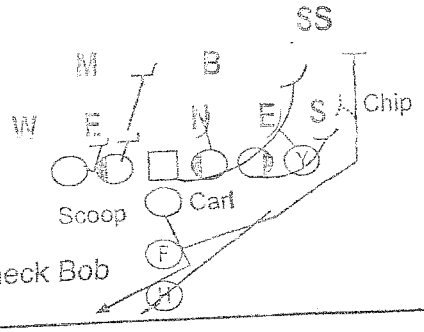


RIDE 38-39 U BOSS

34 Under



34 / 44



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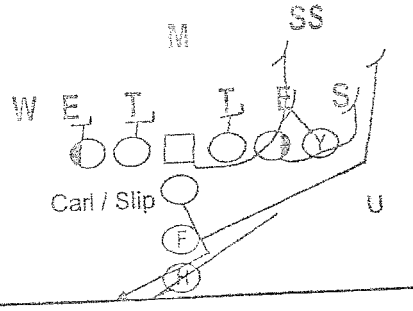
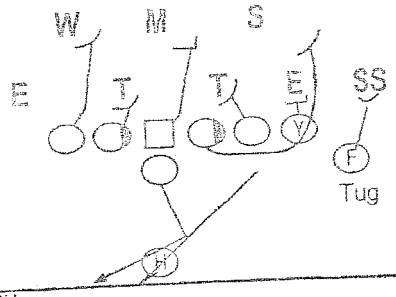
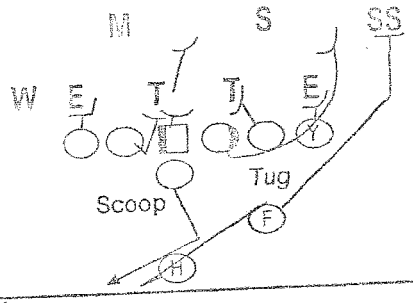


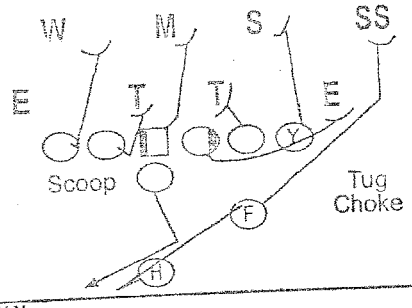
43 Stack



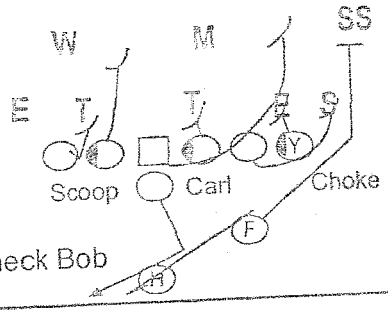
43 OV STK



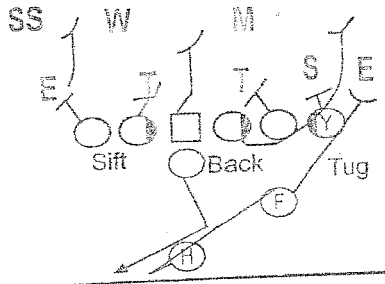
43 OV STK WIN



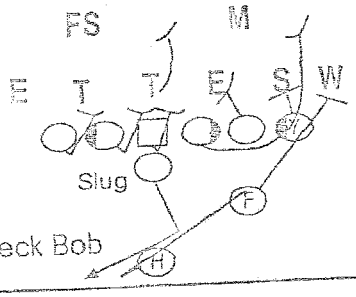
44 STG Choke



44 STG SAM SW



43 CUB WK



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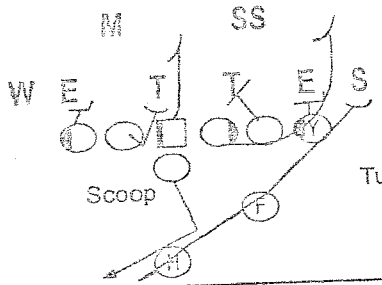
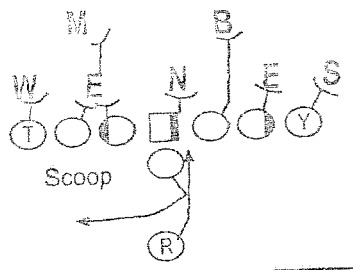
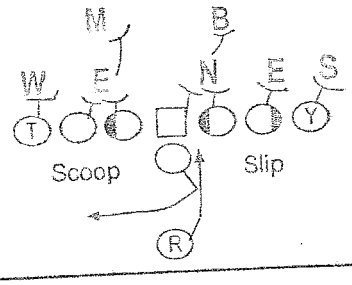


RIDE 10-11

34 Under



34 / 44



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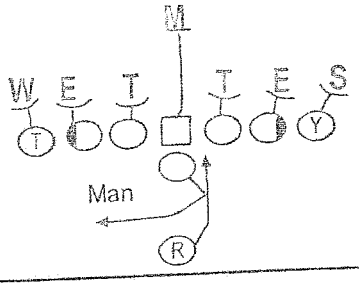

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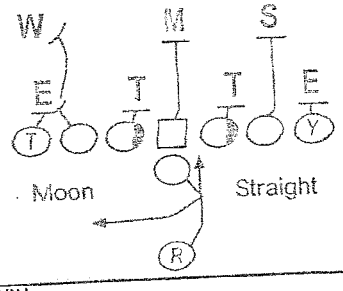
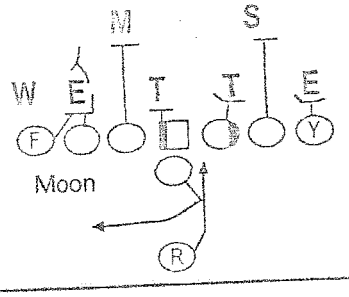
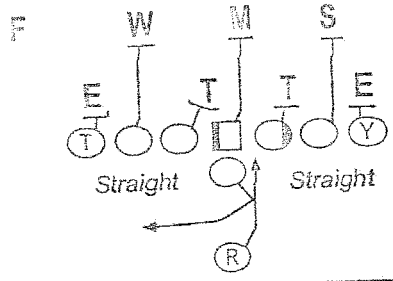


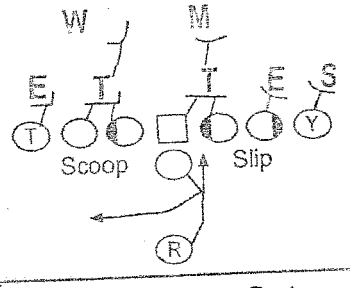
43 OV STK



43 OV STK WIN



44 STG



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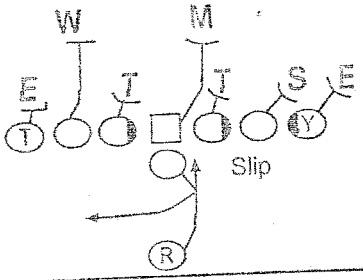
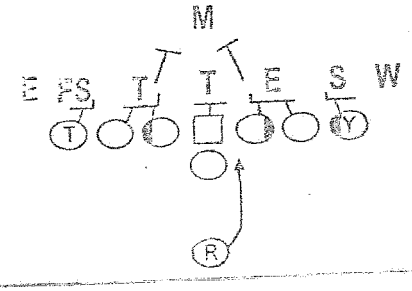


40 CUB WK Alert Audible Out



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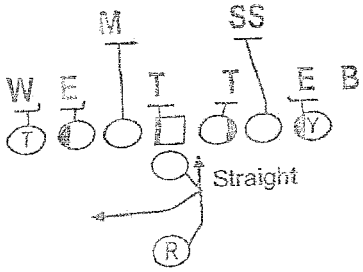
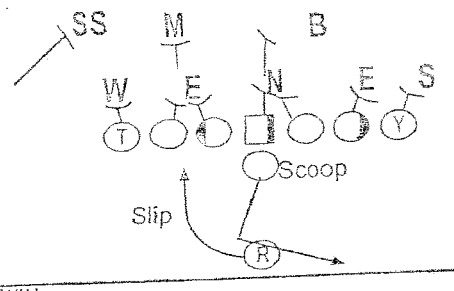


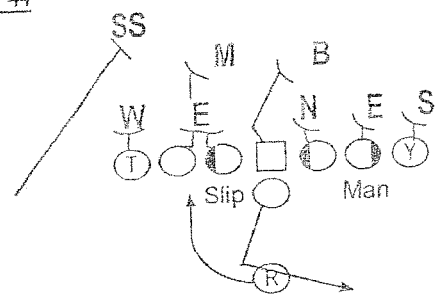
RIDE 34-35 Zone (Direction)

34 Under



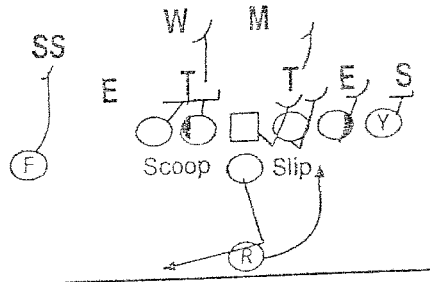
R-35

34/44



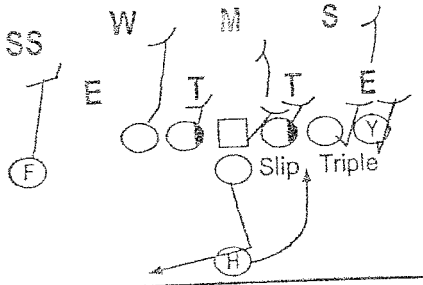
R-35

43 WIN



R-34

43 Stack



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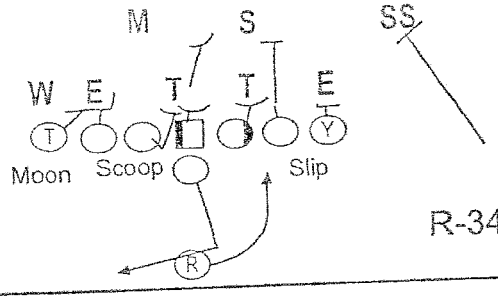
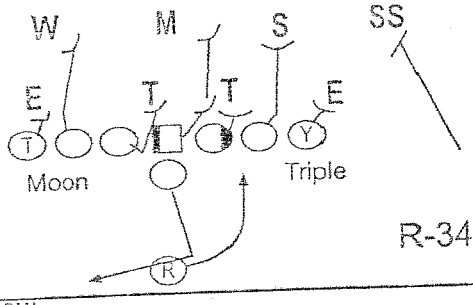
43 OV STK



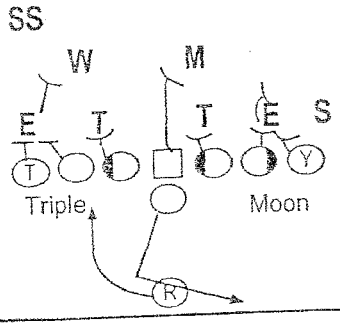
R-34

43 OV STK WIN



R-34

44 STG



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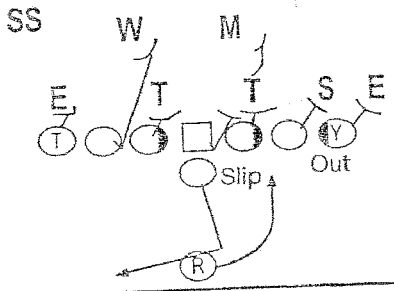

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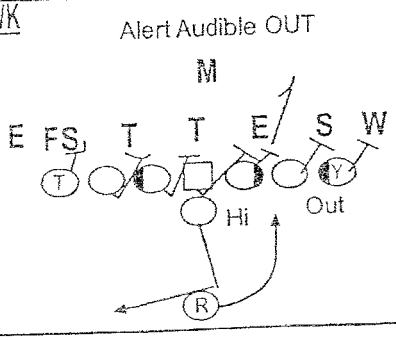
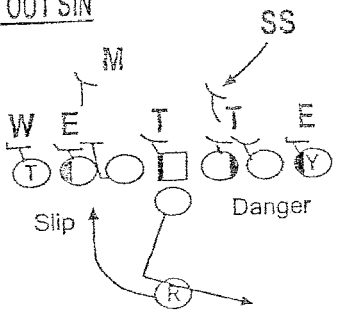
43 CUB WK



R-34

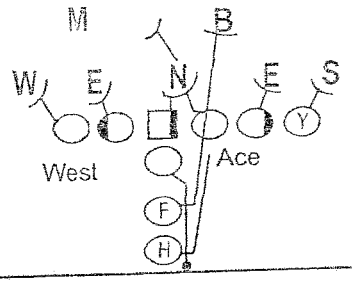
OV STK SAM OUT SIN



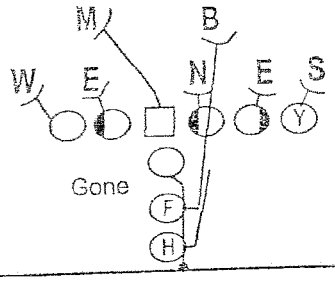
R-35

H 42-43 LEAD

34 Under



34 / 44



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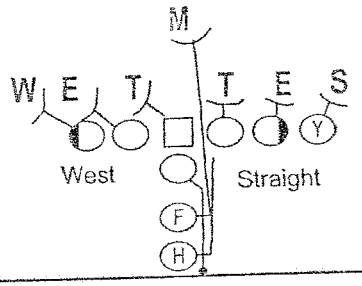
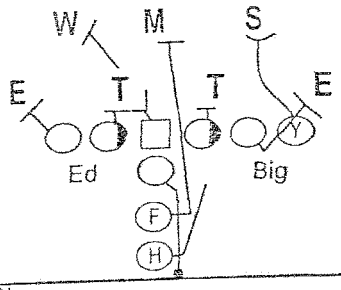
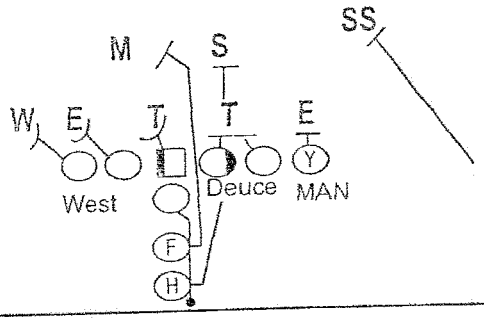


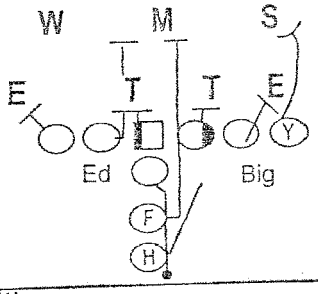
43 Stack



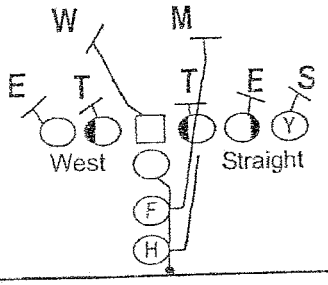
43 OV STK



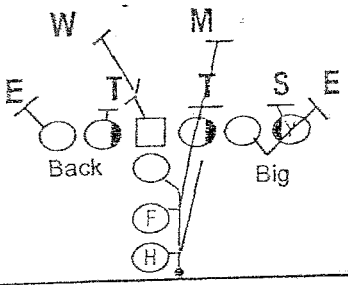
43 OV STK WIN



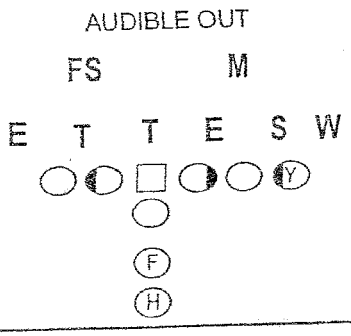
44 STG



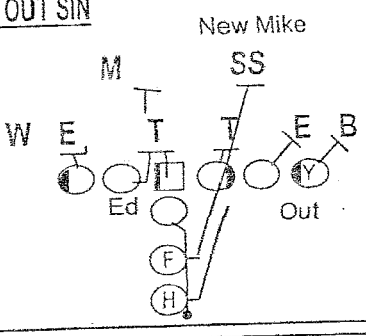
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



COMING OUT Offense

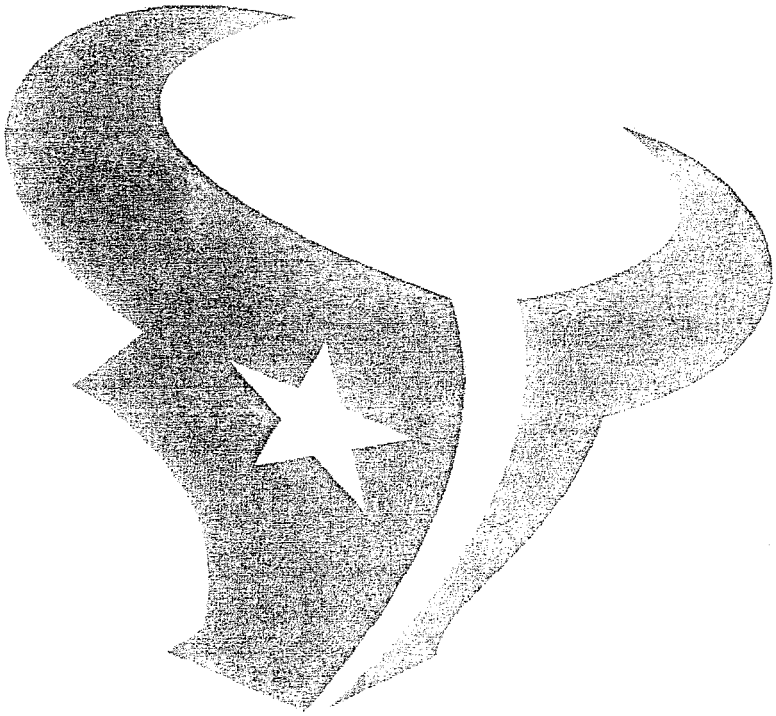
RUNS

QB Sneak-	(A) 0/1 On / (R) 0/1 Weak (Z-Half Fly)
Ride 10/11-	(A) 0/1 On
Ride 34/35 Zone-	(A) 0/1 On

PASSES

80/81 Semi Go-	(A) 0/1 On
90/91 Hitch / Now / Go / Slant-	(A) 0/1 On

Houston Texans



Pass Game

THE MIRRORS PACKAGE

THESE PLAYS WILL BE RUN FROM MULTIPLE FORMATIONS.
PROTECTIONS 82/83 AND 80/81

RULES

Call Protection and then Call Route.

PLAY CALL MECHANICS

1. Call the Outside Receivers Route which can a **CB, SEMI, SEMI GO, FLAG** or **CURL**. The Two Outside Receivers will run the called route.
2. The free release Inside Receiver will run a **Middle Read**.
3. The Protection Receivers will protect first then run a **SLOW FLAT, DIAGONAL, WIDE**, or an **M** (Opposite the Zone where the Outside Receiver runs.)

VARIATIONS: Backs Cross
When the backs individually or together are called into a different route, they will protect first and then execute the called adjustment.

Example: 82 Comeback Backs Cross.

PLAYS 82/83 PROTECTION

6/7 82/83 Curl (Semi)
6/7 82/83 Comeback
6/7 82/83 Semi
6/7 82/83 Semi Go

PLAYS 80/81 PROTECTION

0/1 Wider or 0/1 Slot Wide 80/81 Curl (Semi)
0/1 Wider or 0/1 Slot Wide 80/81 Comeback
0/1 Wider or 0/1 Slot Wide 80/81 Semi Go
0/1 Wider or 0/1 Slot Wide 80/81 Semi

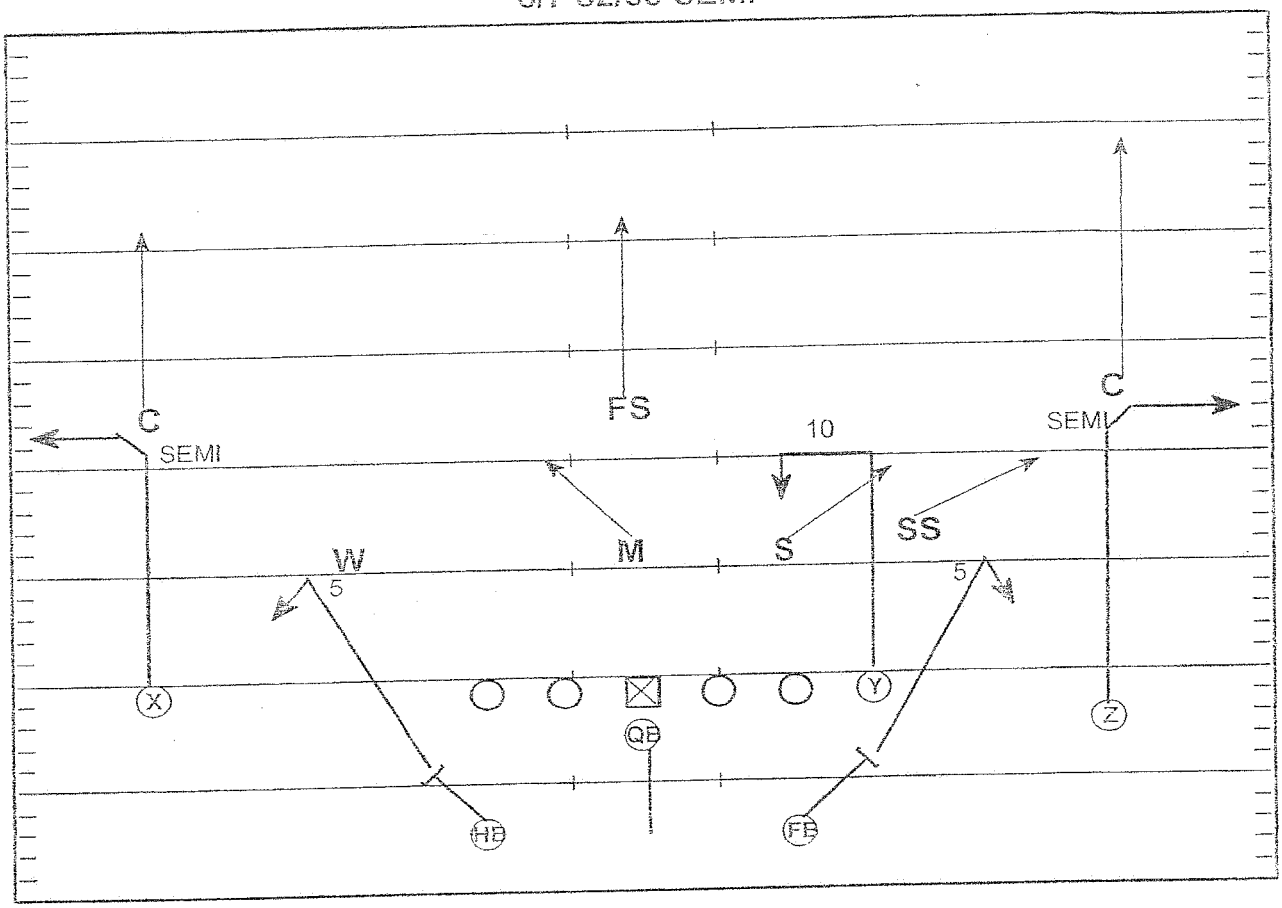
HOT/SIGHT ADJUSTMENTS

FS + 1 Weak = Sight Adjustment
82/83 SS + 1 Strong = Hot (*Can have exceptions*)
80/81 SS = Sight Adjustment
82/83 CUB = 2 Off the TE = Hot
80/81 CUB = 2 Off the TE = Sight Adjustment

NOTE: QB reads are all match up, Receivers will adjust according to cover.
SEMI CURLS = No Conversions
CURLS = Qs vs. 2 Cover/2 Man
SEMIS = Go vs. 2 Cover, Press and 2 Man
SEMI GO = Go vs. 2 Cover and Fade vs. Press and 2 Man
COME BACK = Go vs. Cover 2 and 2 Man
FLAG = Q vs. 2 Cover and 2 Man

MIDDLE READ: No one in the middle, take the middle. Someone in the middle, hook up in-between the LB's vs. Man, break it off and stay on the move.

6/7 82/83 SEMI



QB: 5 Step Drop – Match up Read – WR to Slow Flat to Y
Vs. Cov. 2 – Read 3 on 2 Ball

X: Minimal Split – Execute a Semi

Z: Minimal Split – Execute a Semi

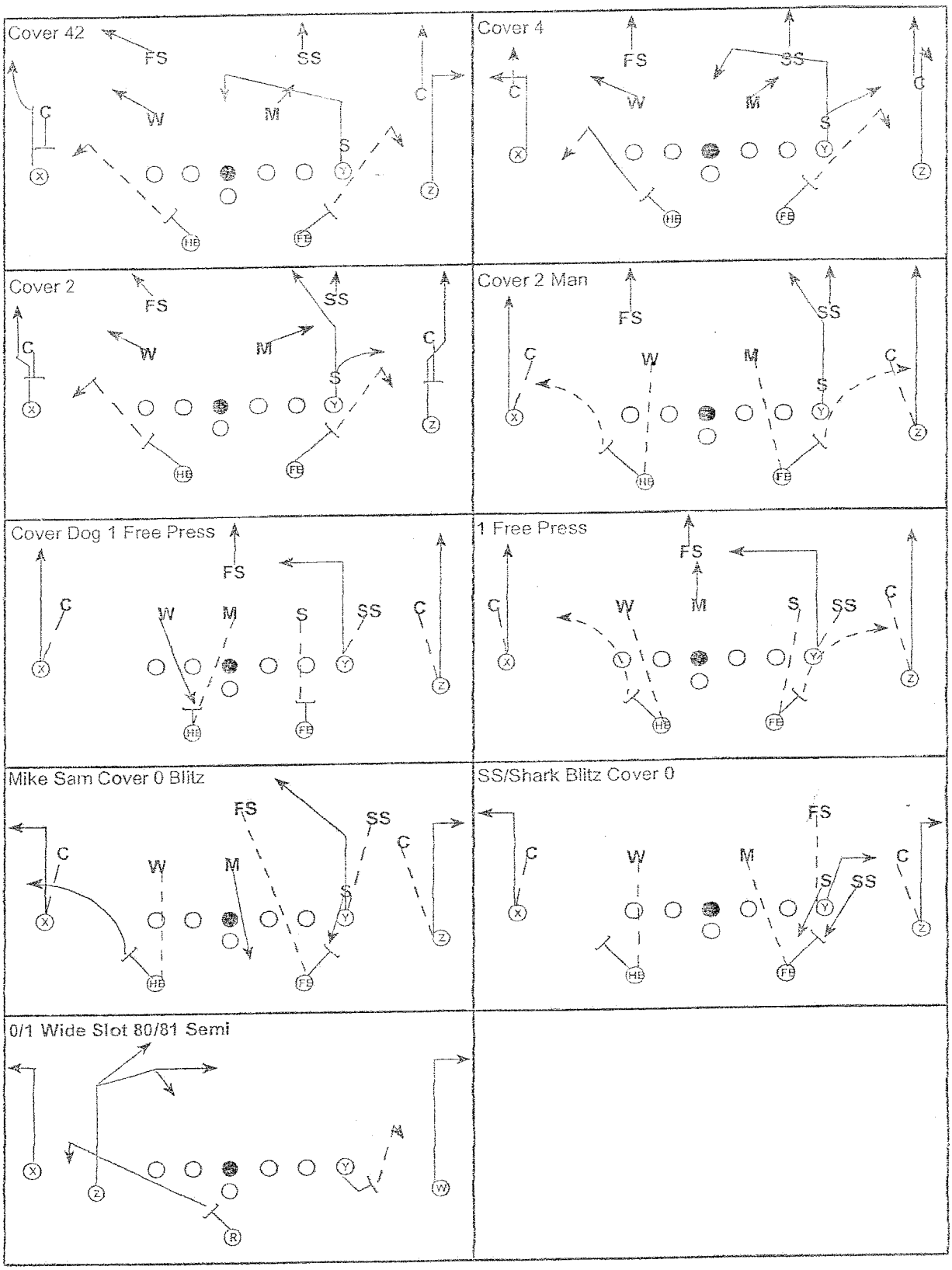
Y: Execute a Middle Read

H: Block Protection Rule – N/T Execute a Slow Flat

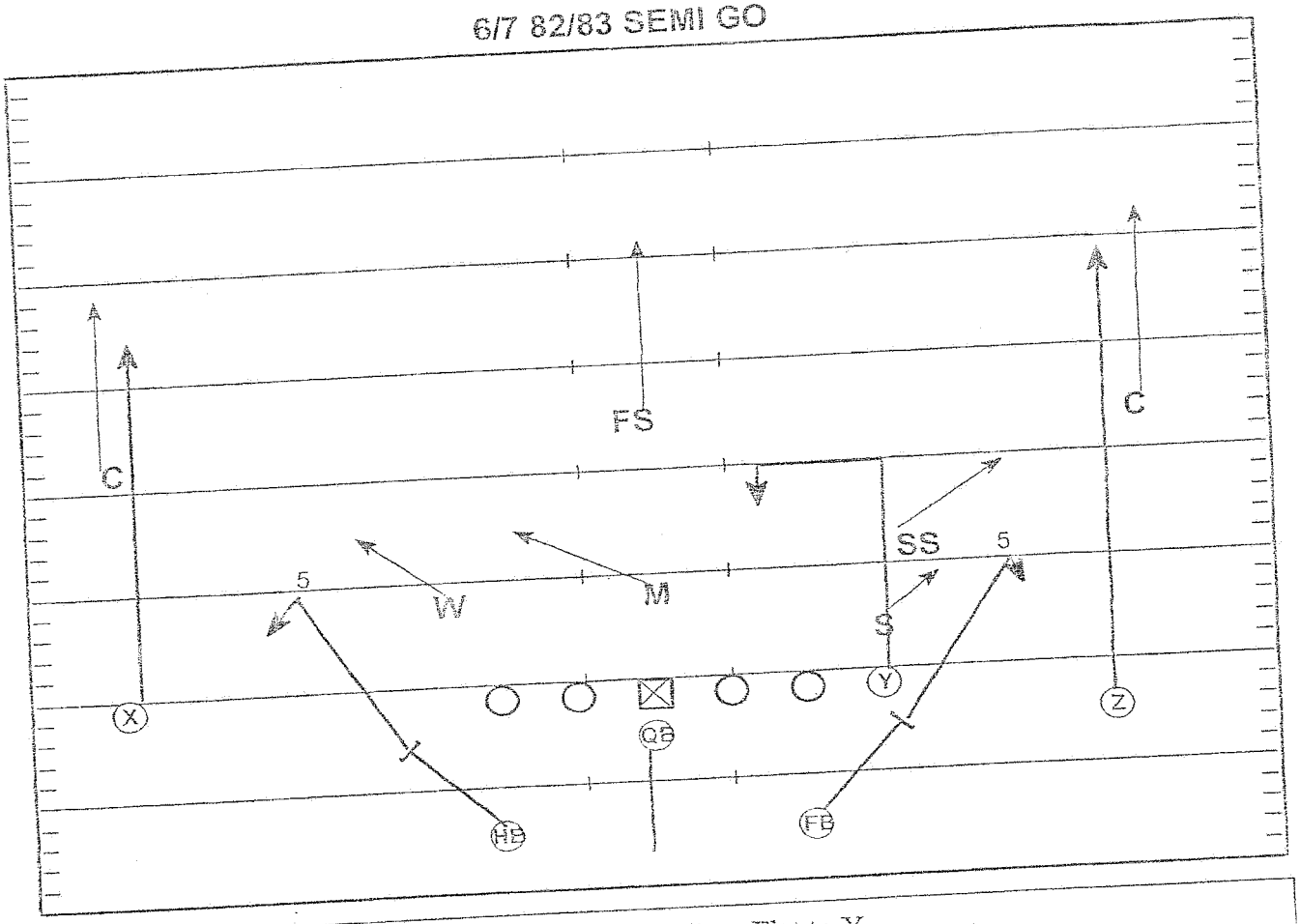
F: Block Protection – N/T Execute a Slow Flat

FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

6/7 82/83 SEMI


Cover 42
FS
SS
C
W
M
S
C
X
Y
Z
HB
FB
Cover 4
FS
SS
C
W
M
S
C
X
Y
Z
HB
FB
Cover 2
FS
SS
C
W
M
S
C
X
Y
Z
HB
FB
Cover 2 Man
FS
SS
C
W
M
S
C
X
Y
Z
HB
FB
Cover Dog 1 Free Press
FS
C
W
M
S
SS
C
X
Y
Z
HB
FB
1 Free Press
FS
C
W
M
S
SS
C
X
Y
Z
HB
FB
Mike Sam Cover 0 Blitz
FS
SS
C
W
M
S
C
X
Y
Z
HB
FB
SS/Shark Blitz Cover 0
FS
C
W
M
S
SS
C
X
Y
Z
HB
FB
0/1 Wide Slot 80/81 Semi
X
Z
Y
W
R

6/7 82/83 SEMI GO



QB: 5 Step Drop – Match up Read – WR to Slow Flat to Y
Vs. Cov. 2 – Read 3 on 2 Ball

X: Minimal Split – Execute a Go Route

Z: Minimal Split – Execute a Go Route

Y: Execute a Middle Read

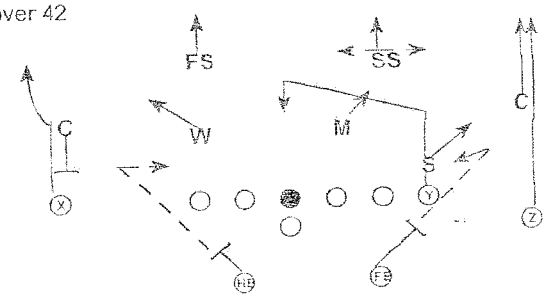
H: Block Protection Rule – N/T Execute a Slow Flat

F: Block Protection – N/T Execute a Slow Flat

FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

6/7 82/83 SEMI GO

Cover 42



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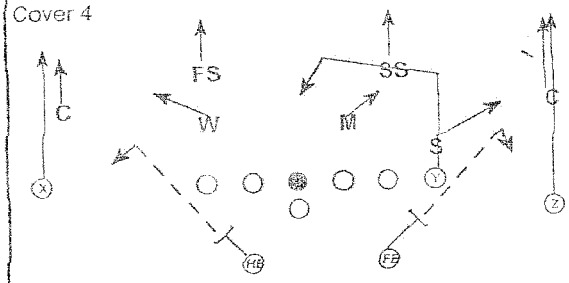

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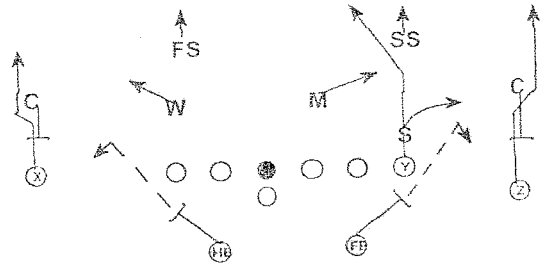

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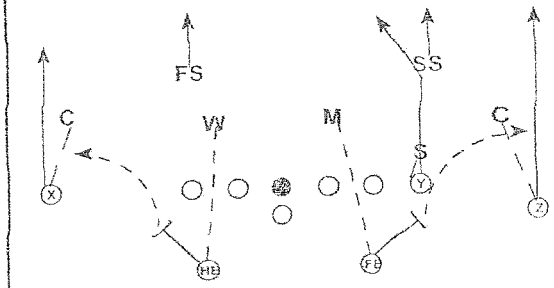

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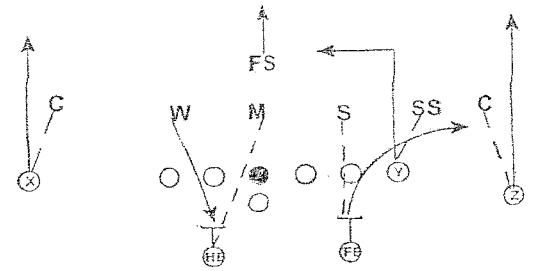

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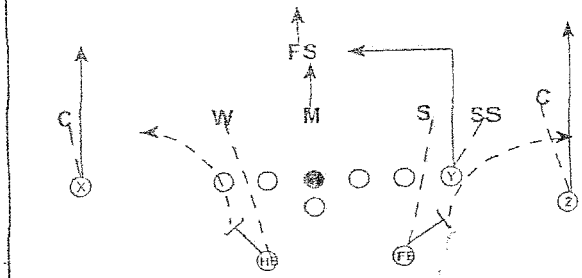

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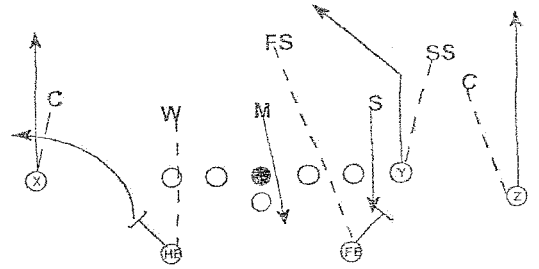

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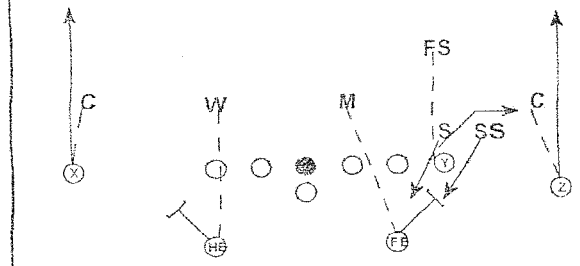
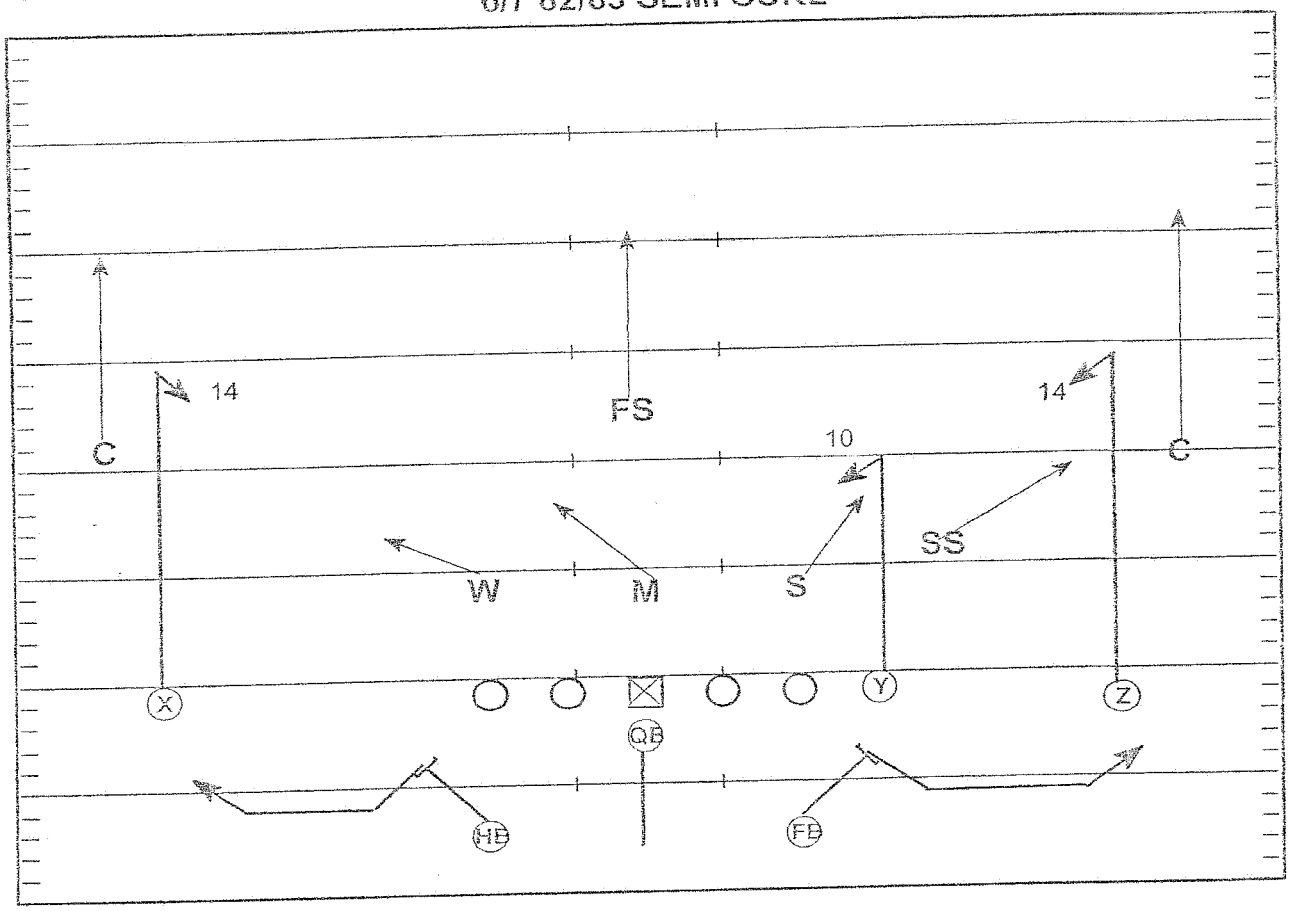


6/7 82/83 SEMI CURL



QB: Directional Read – 5 Step Drop

X: Minimal Split – Execute a Semi Curl

Z: Minimal Split – Execute a Semi Curl

Y: Execute a Middle Read

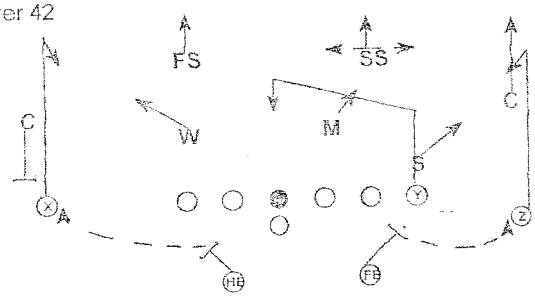
H: Block Protection Rule – N/T Execute a Wide

F: Block Protection – N/T Execute a Wide

FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

6/7 82/83 SEMI CURL

Cover 42



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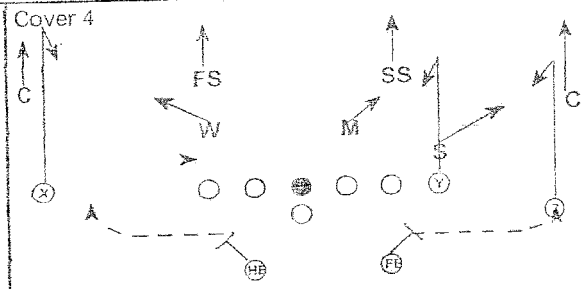

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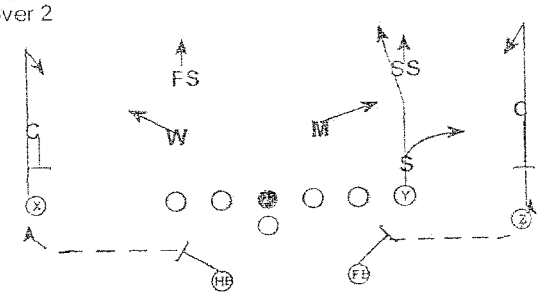
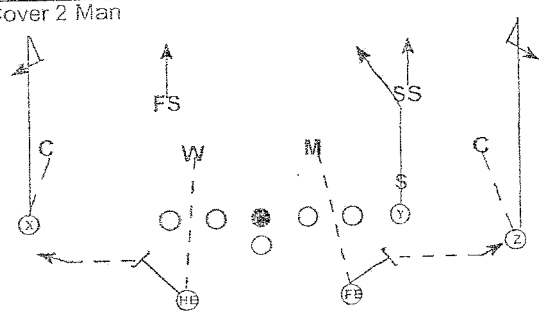
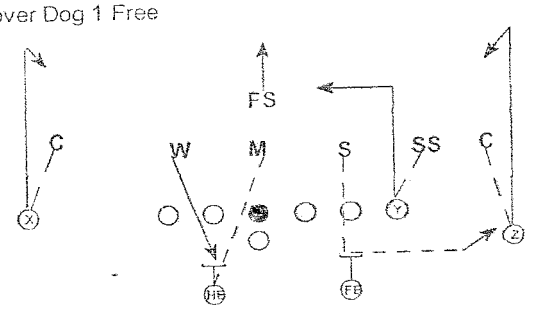


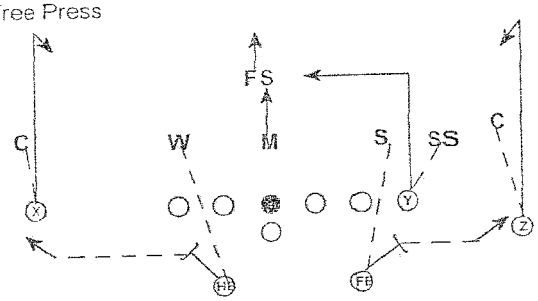
Cover 2 Man



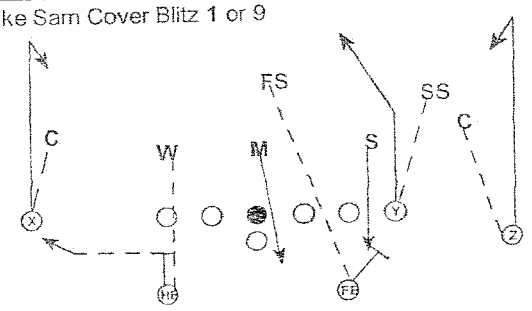
Cover Dog 1 Free



1 Free Press



Mike Sam Cover Blitz 1 or 9



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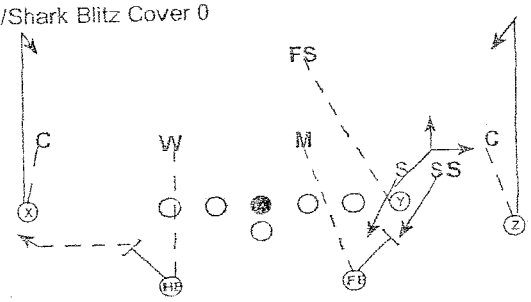
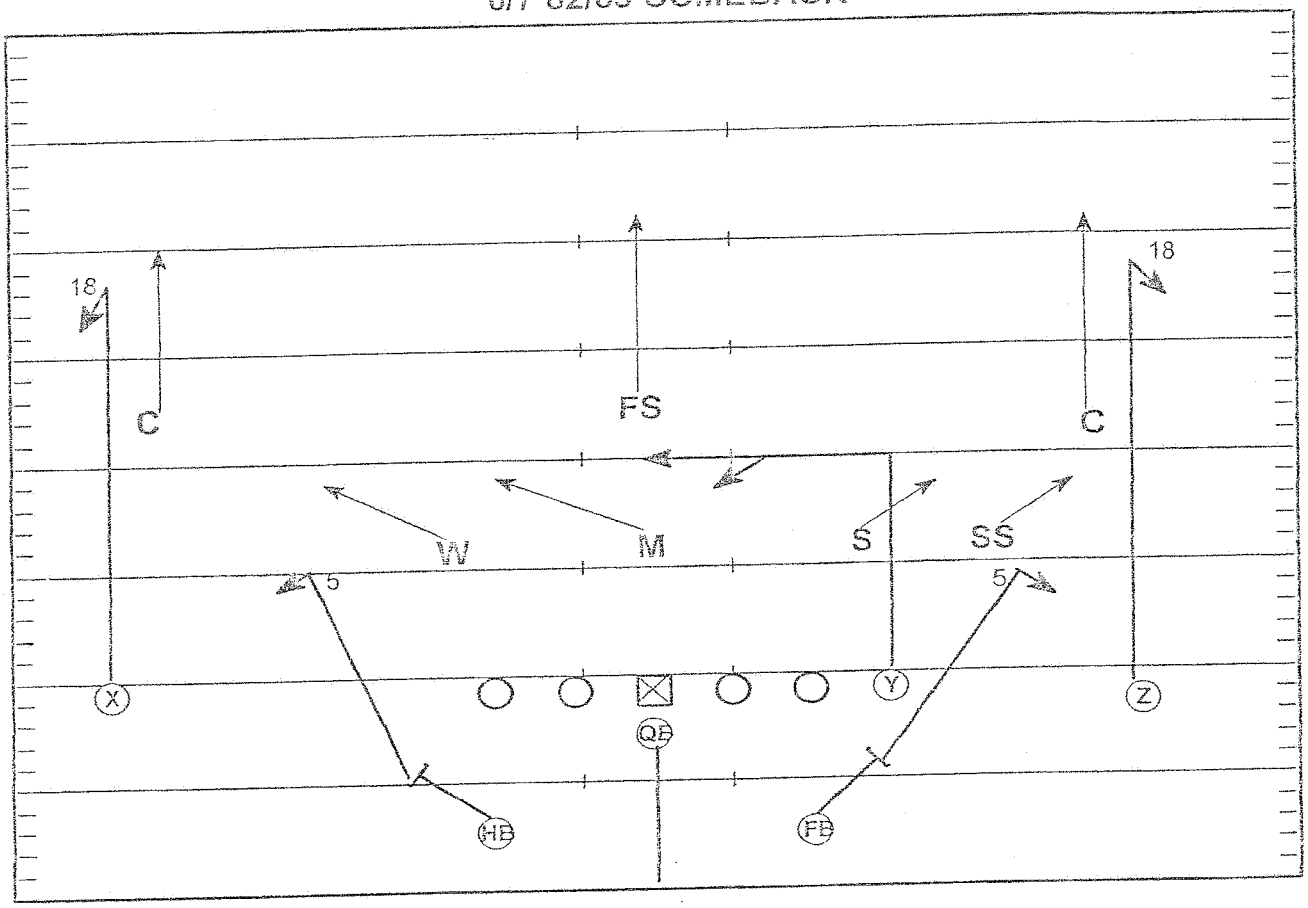


6/7 82/83 COMEBACK



QB: 7-Step Drop – Match Up Read – WR to Slow Flat to Y
Vs. Cover 2 – Read 3 on 2

X: Maximum Split – Execute an 18 Yard Comeback
Normal Conversions

Z: Maximum Split – Execute an 18 Yard Comeback
Normal Conversions

Y: Execute a Middle Read

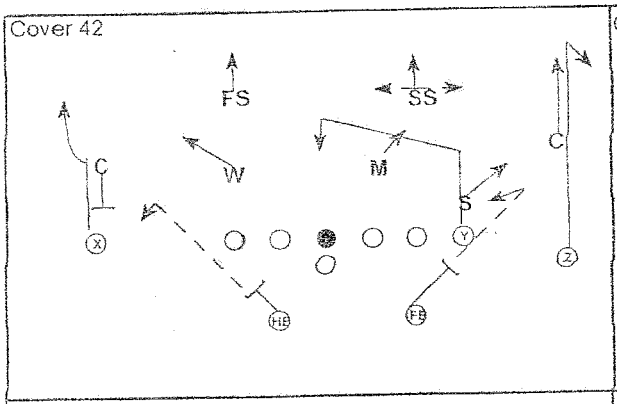
H: Block Protection Rule – N/T Execute a Slow Flat

F: Block Protection – N/T Execute a Slow Flat

FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

6/7 82/83 COMEBACK

Cover 42



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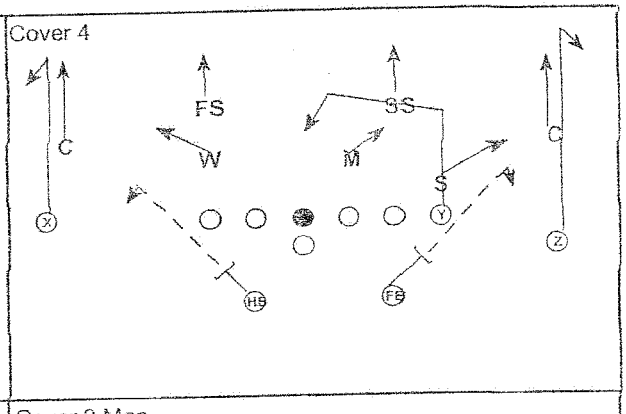

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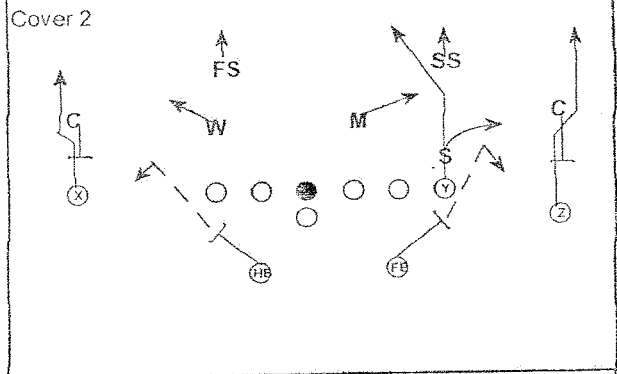
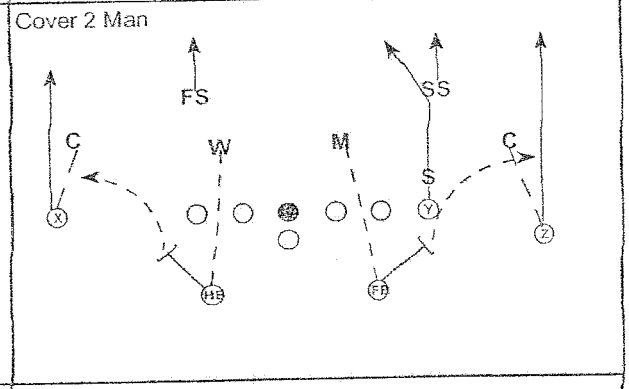
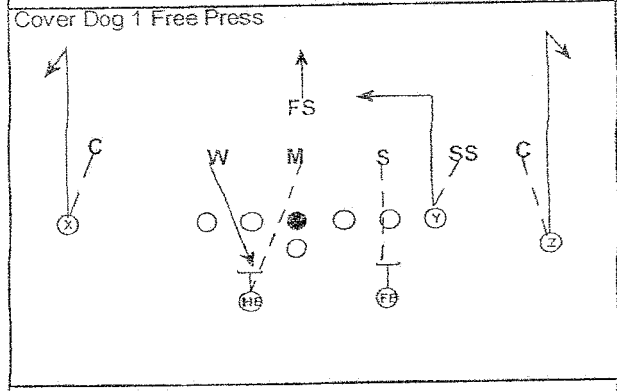


Cover 2 Man



Cover Dog 1 Free Press



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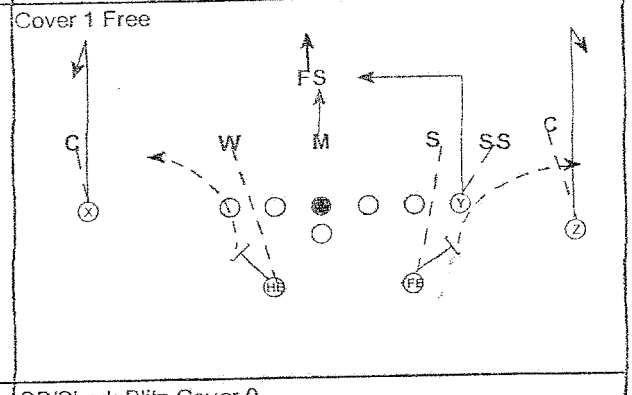
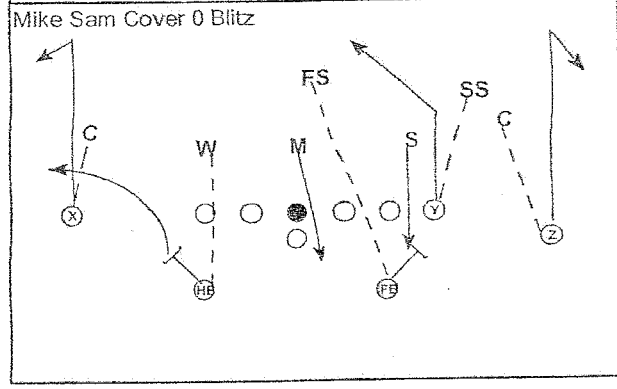
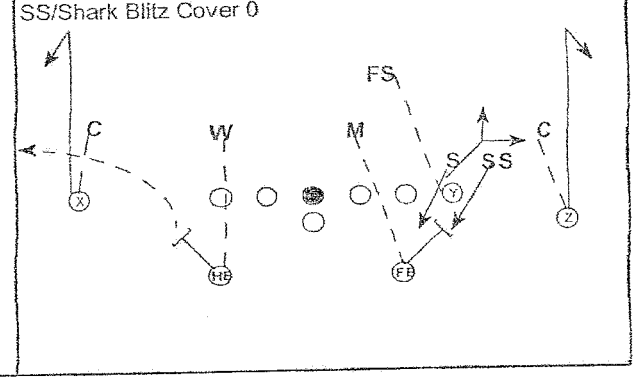


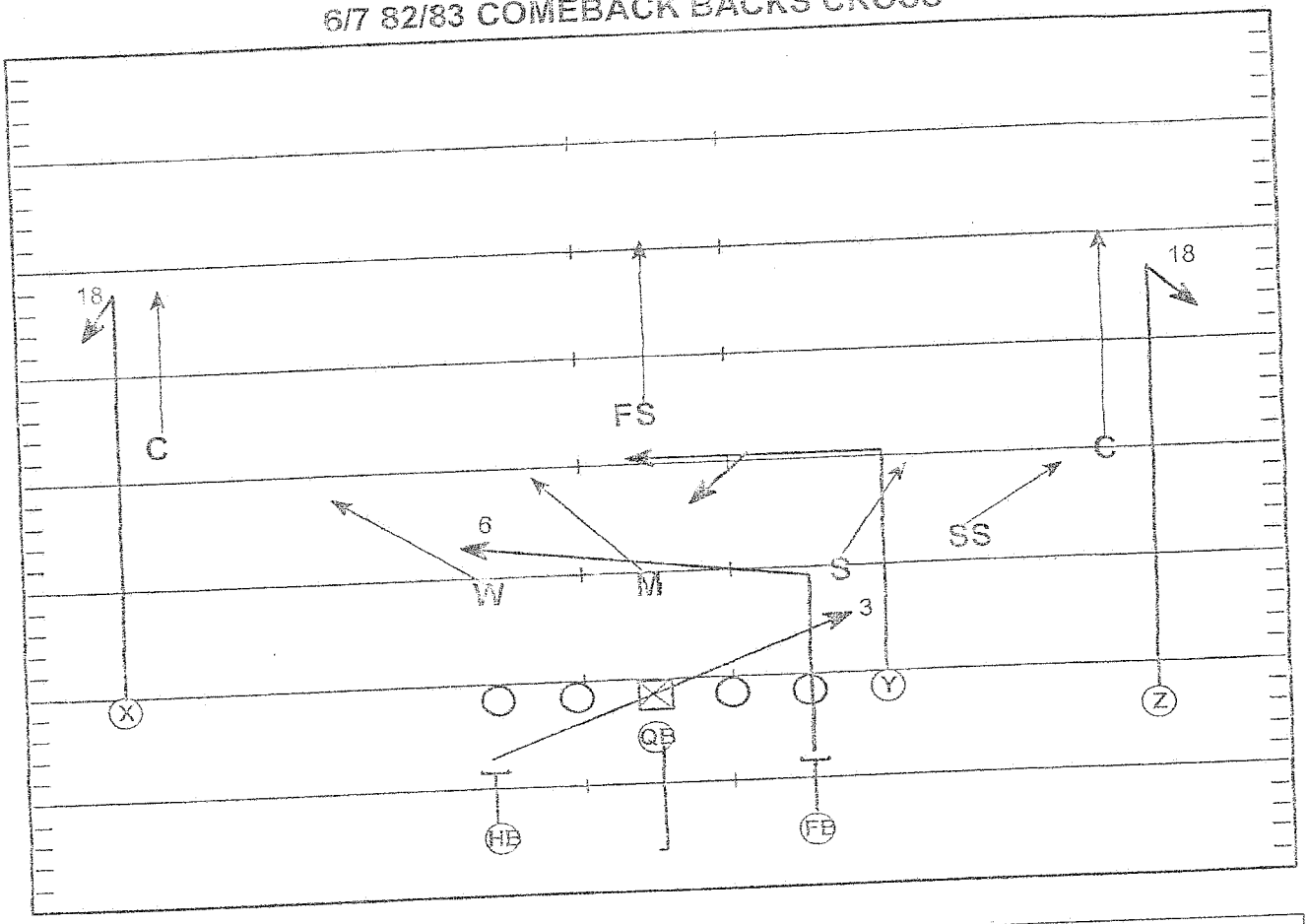
Mike Sam Cover 0 Blitz



SS/Shark Blitz Cover 0



6/7 82/83 COMEBACK BACKS CROSS



QB: 7-Step Drop – Match Up Read – WR to Middle Read to Crosser
Vs. Cover 2 – Read 3 on 2

X: Maximum Split – Execute an 18 Yard Comeback
Normal Conversions

Z: Maximum Split – Execute an 18 Yard Comeback
Normal Conversions

Y: Execute a Middle Read

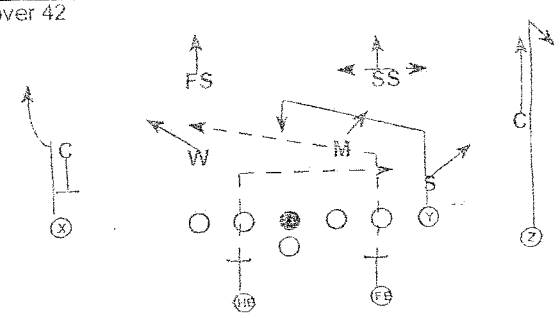
F: Block Protection Rule – N/T Execute a 3 Yard Crossing Route, Gaining Depth to 6 Yards

H: Block Protection – N/T Execute Crossing Route on LOS

FORMATIONS:

6/7 82/83 COMEBACK BACKS CROSS

Cover 42



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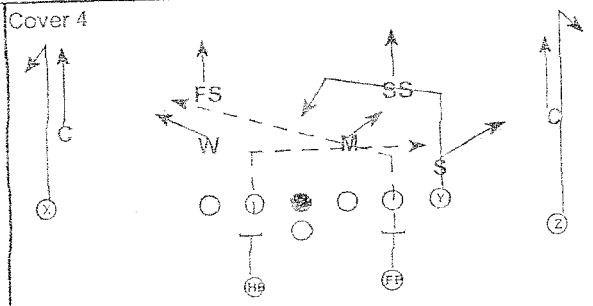

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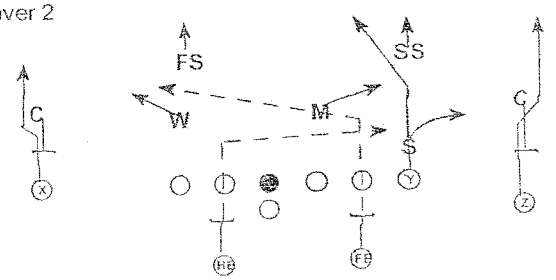
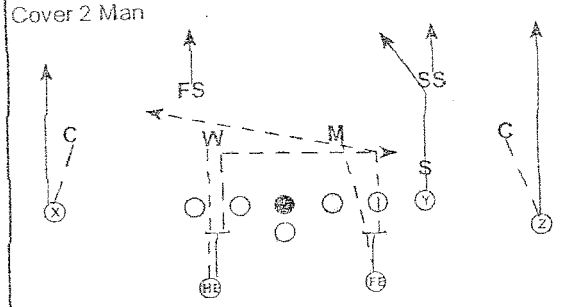
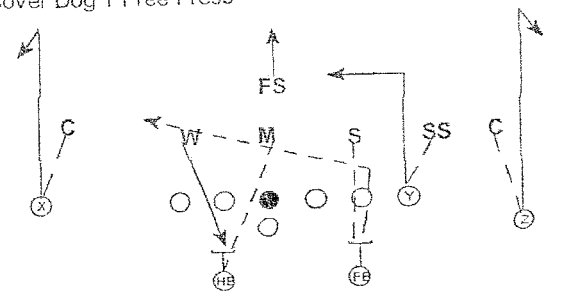


Cover 2 Man



Cover Dog 1 Free Press



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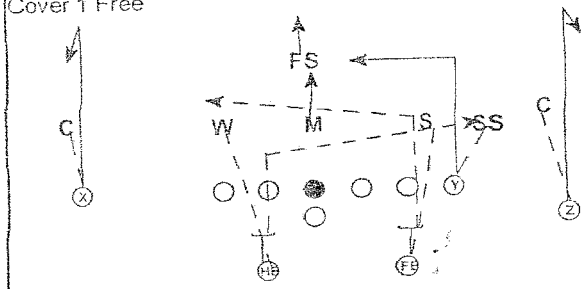
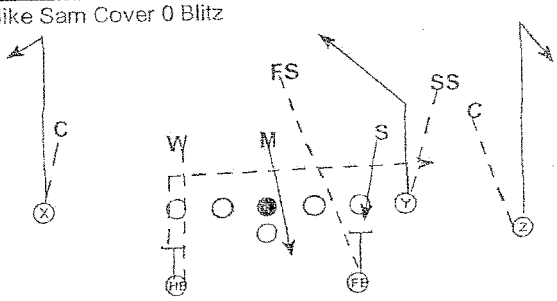


Mike Sam Cover 0 Blitz



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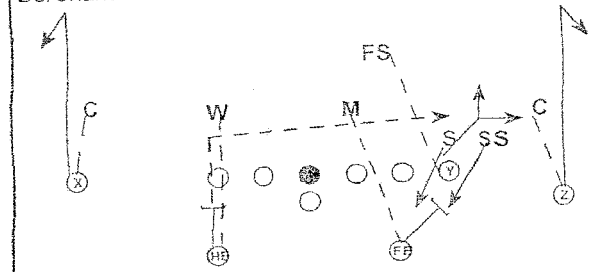
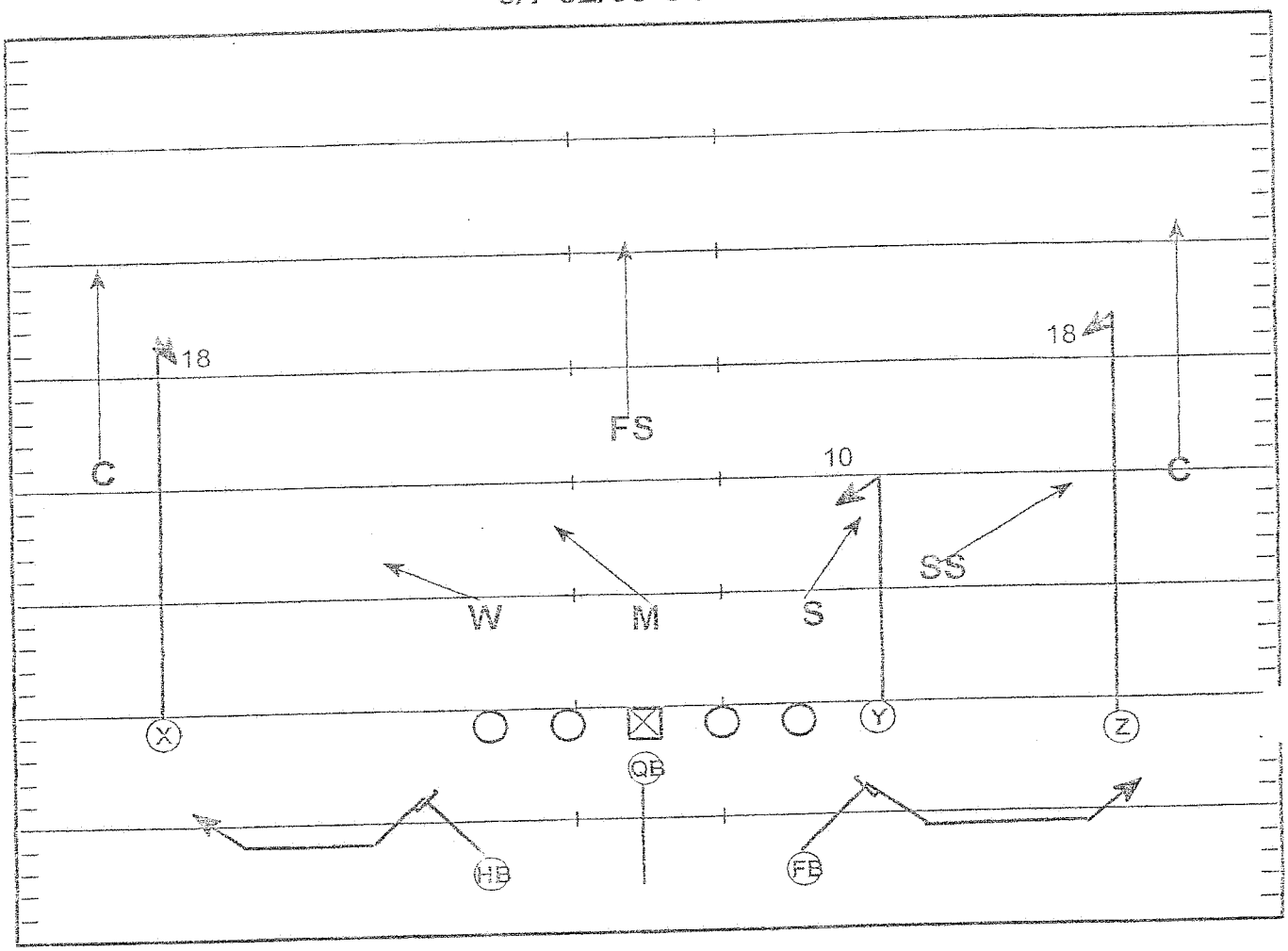


6/7 82/83 CURL

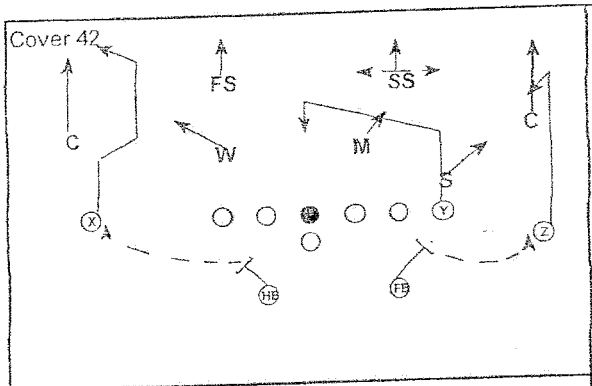


QB:	Directional Read – 7 Step Drop
X:	Maximum Split – Execute a Curl; Q Conversion vs. Cover 2/2 Man
Z:	Maximum Split – Execute a Curl; Q Conversion vs. Cover 2/2 Man
Y:	Execute a Middle Read
H:	Block Protection Rule – N/T Execute a Wide
F:	Block Protection – N/T Execute a Wide

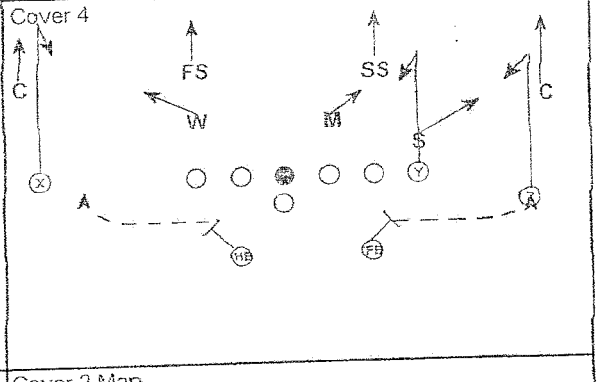
FORMATIONS: 0/1 Weak, 0/1 Strong F Fly

6/7 82/83 CURL

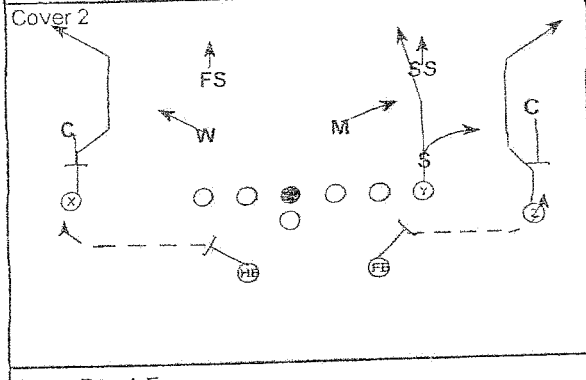
Cover 42



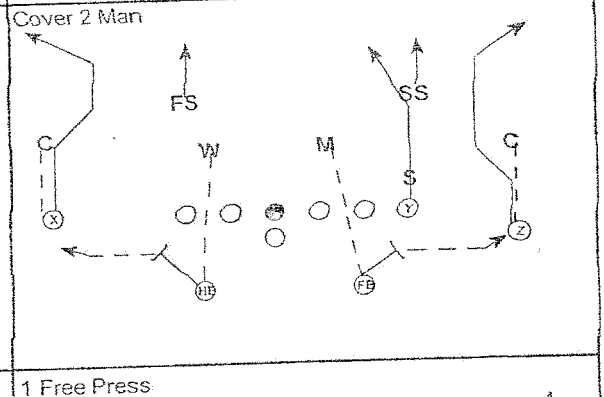
Cover 4



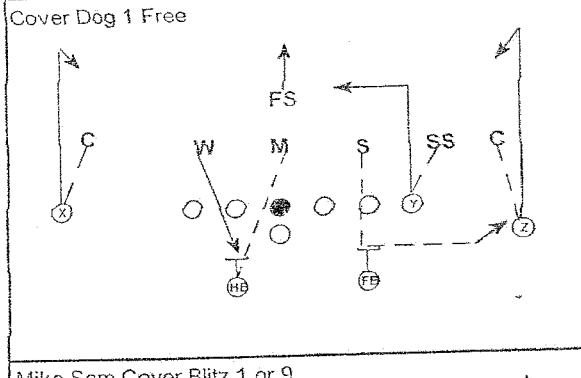
Cover 2



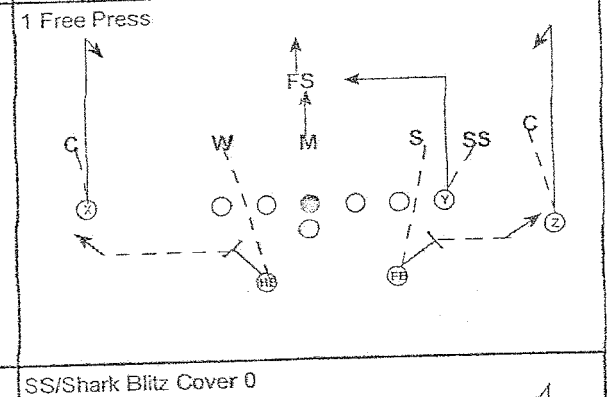
Cover 2 Man



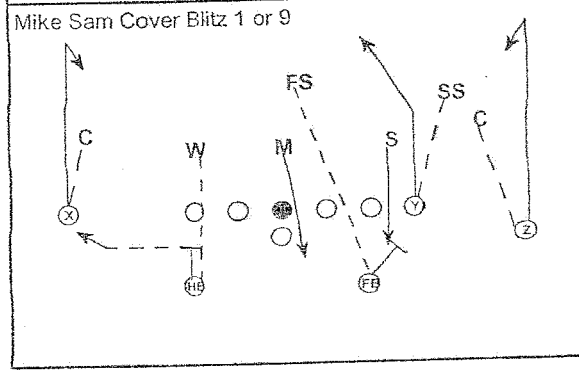
Cover Dog 1 Free



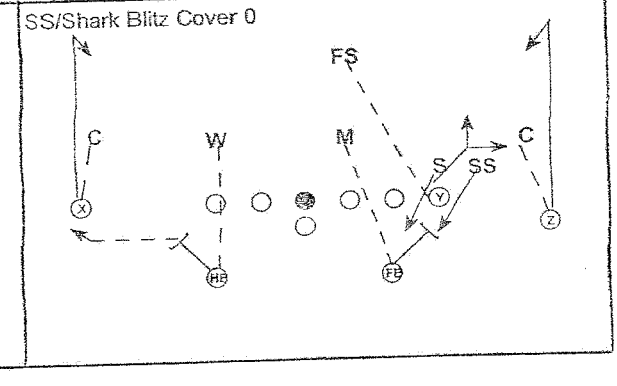
1 Free Press



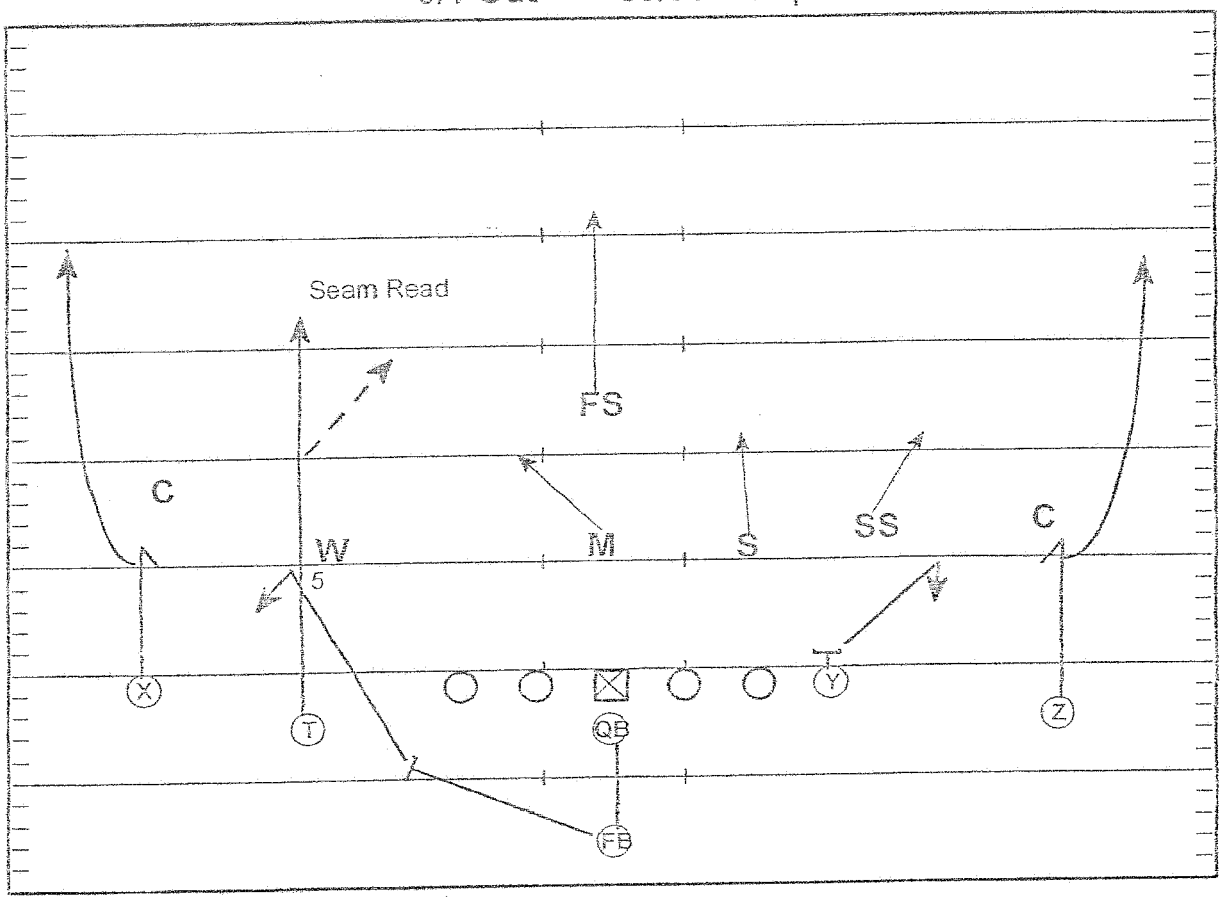
Mike Sam Cover Blitz 1 or 9



SS/Shark Blitz Cover 0



0/1 Out 80/81 Pump Hitch



THE QUICK GAME PACKAGE

These plays will be run from multiple formations.
Protections – 90/91, 92/93, 94/95, 76/77 Firm, 62/63 Firm.

RULES

Call protection (the play is built into the protection call, if not, it will follow the protection call.)

PLAY CALL MECHANICS

1. Call 90/91 in 1 Back formation and 92/93 in a 2 Back formation.

2. Call 90/91 Hitch, in 1 Back formation and 92/93 hitch in a 2 Back formation. The outside Receivers will run a Hitch. The inside Free Release Receiver will run a quick Seam Read.

3. Call 94/95 in a 2 Back formation, the outside Receivers will run Slants and the Free Release Inside Receivers will run the arrows. The protection Receivers will protect first then run a check down or an arrow.

4. 90/91 Now in 1 Back formation and 92/93 hitch in a 2 Back formation. The outside Receivers will run a 1 step Now and expect the ball right now. The QB will take a 1 step drop and the OL knows that they must be firm up front. The inside Receiver runs the same as 90/91 Hitch.

5. Call 76/77 or 62/63 Firm Slant which will be like 94/95 but the protection will be a 6 man firm protection. The outside Receivers will run 3 Step Slants and the Free Release inside Receivers will run the arrows with the protection Back running a check down between the two ILB's.

2 BACK PLAYS

6/7	92/93
6/7	92/93 Hitch/Now/Qk Out
6/7	92/93 Slant Y Return

1 BACK PLAYS

0/1 Wider or 0/1 Wide Slot 90/91
0/1 Wider or 0/1 Wide Slot 90/91 Hitch/Now
2/3 Wider or 0/1 Wide Slot 62/63 or 76/77 Firm Diagonal/All Slant

HOT RULES

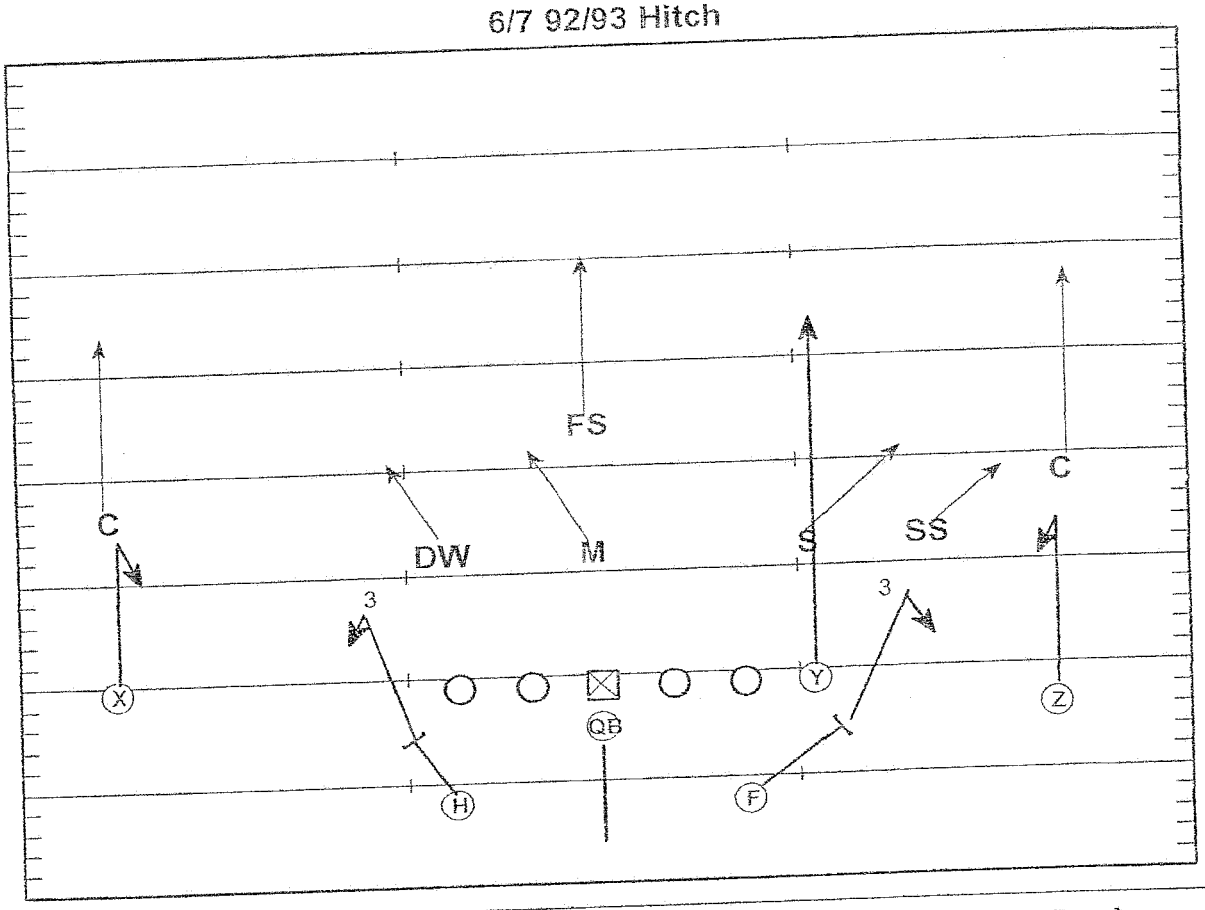
Not Hot

NOTE:

QB reads are all directional reads
Receivers will adjust according to cover
Hitch = Fade vs. 2/2 Man/Press

Slant = No Adjustment
Arrow = No Adjustment
Now = Defender within 3 Yards run Go

6/7 92/93 Hitch



QB: 3 Step Drop – Directional Read – Throw Away from Drop Safety. Read Outside In vs. Man – Go to Softest Corner
(CP No Sight Adjust with 90's)
Vs. Cover 2 – Read 3 on 2 Ball

X: Maximum Split – Execute a 6 yard Hitch. Do not come back to Ball. Go vs. 2, 2 Man, Press.

Z: Maximum Split – Execute a 6 yard Hitch. Do not come back to ball. Go vs. 2, 2 Man, Press.

Y: Best Release. Run Quick Seam Read

H: Block Protection Rule – N/T Execute Quick Slow Flat.

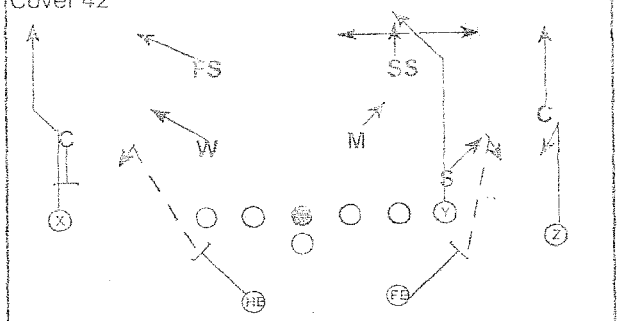
F: Block Protection Rule – N/T Execute Quick Slow Flat.

FORMATIONS: 0/1 Weak, 0/1 Strong

CP – When QB is in Gun, All Quick Route Depths are 2 yds. Deeper

6/7 92/93 Hitch

Cover 42



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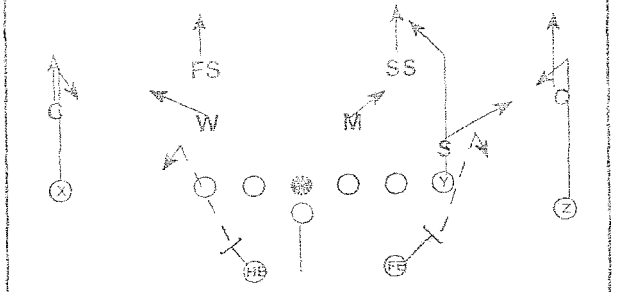
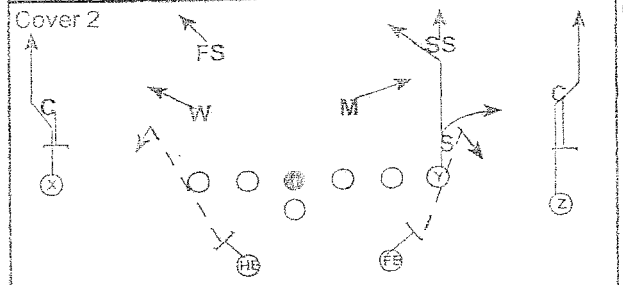
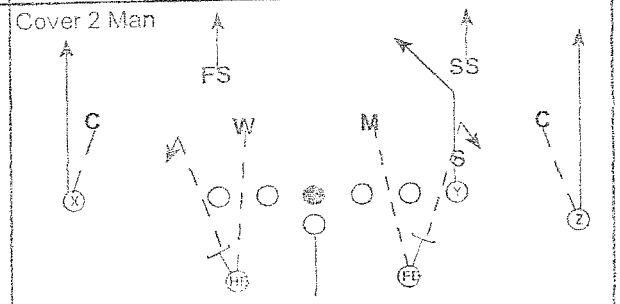


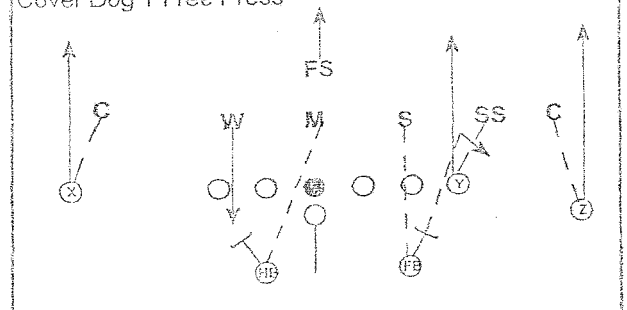
Cover 2



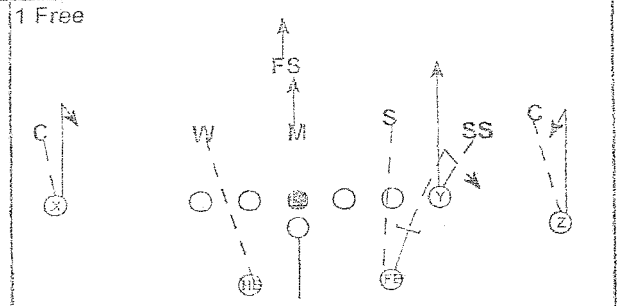
Cover 2 Man



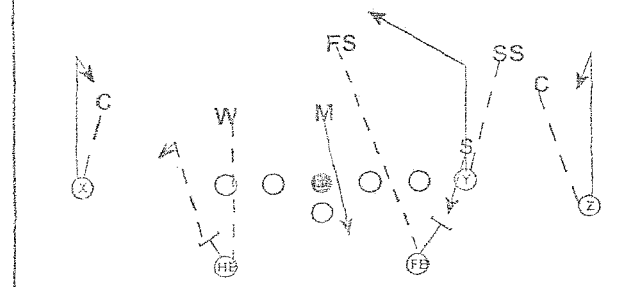
Cover Dog 1 Free Press



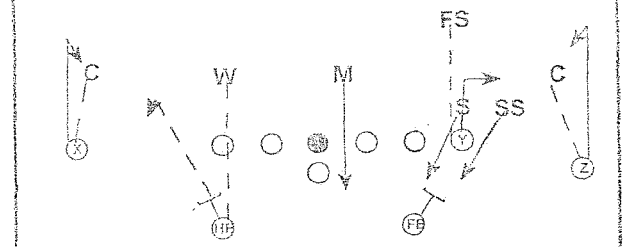
1 Free



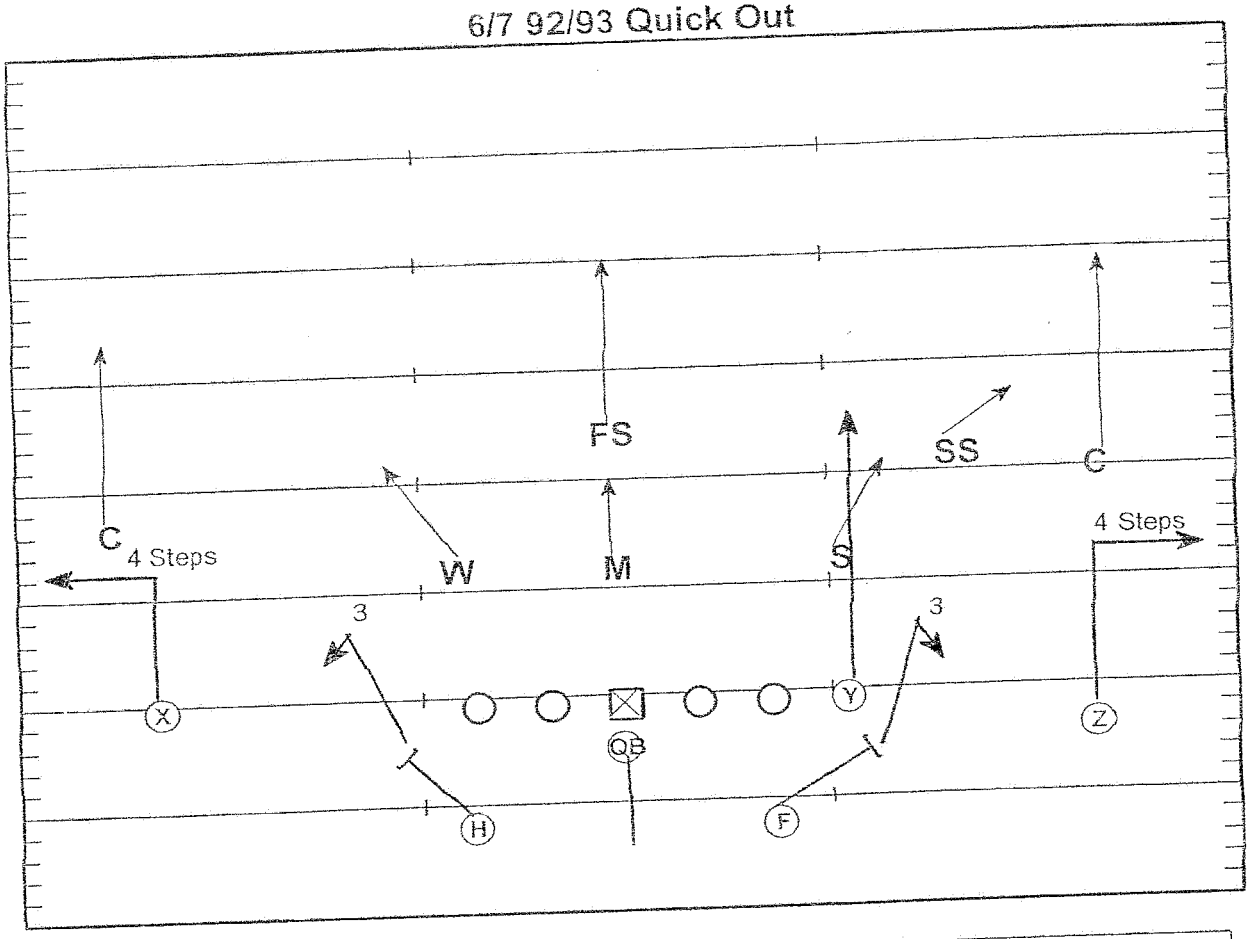
Mike Sam Cover 0 Blitz



SS/Shark Blitz Cover 0



6/7 92/93 Quick Out



QB: 3 Step Drop – Directional Read – Throw Away from Drop Safety. Read Outside In vs. Man – Go to Softest Corner
(CP No Sight Adjust with 90's)
Vs. Cover 2 – Read 3 on 2 Ball

X: Minimum Split – Execute a Quick Out. Go Vs. Cover 2, 2 Man, Press

Z: Minimum Split – Execute a Quick Out. Go Vs. Cover 2, 2 Man, Press

Y: Best Release. Look for Ball Quickly. N/T Execute Quick Seam Read.

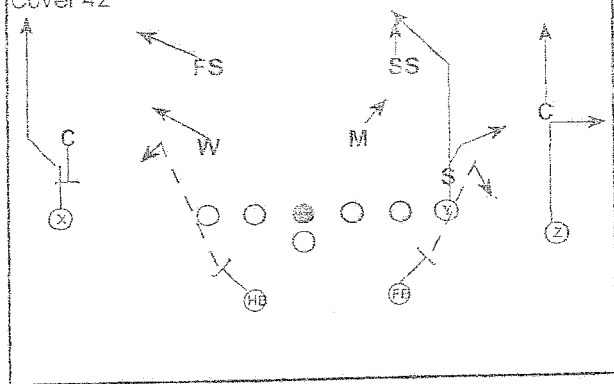
H: Block Protection Rule – N/T Execute Quick Slow Flat.

F: Block Protection Rule – N/T Execute Quick Slow Flat.

FORMATIONS: 0/1, 2/3, 0/1 Wide Slot, 0/1 Up, 0/1 Wider

6/7 92/93 Quick Out

Cover 42



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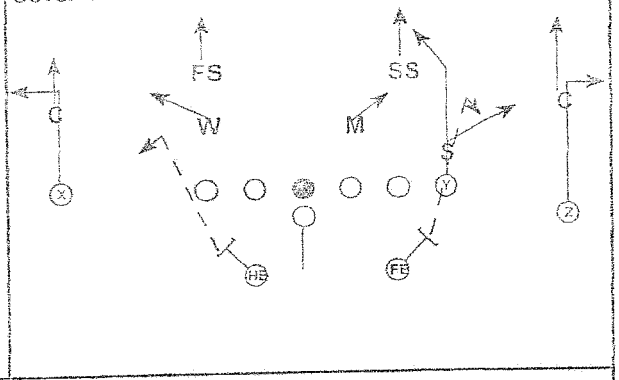
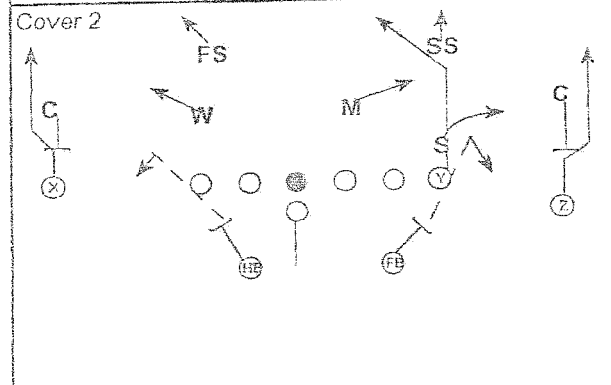
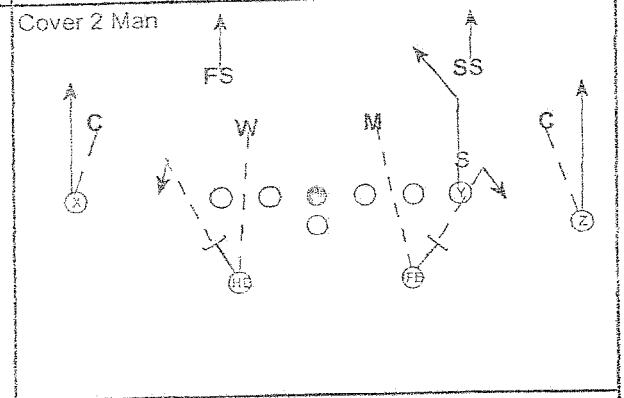


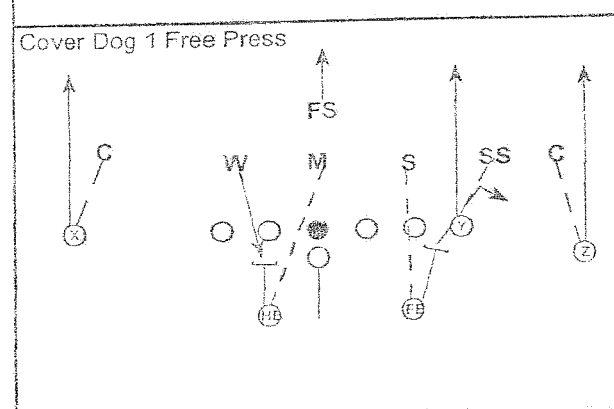
Cover 2



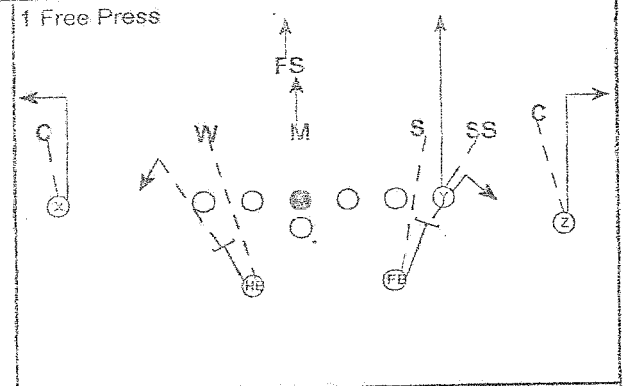
Cover 2 Man



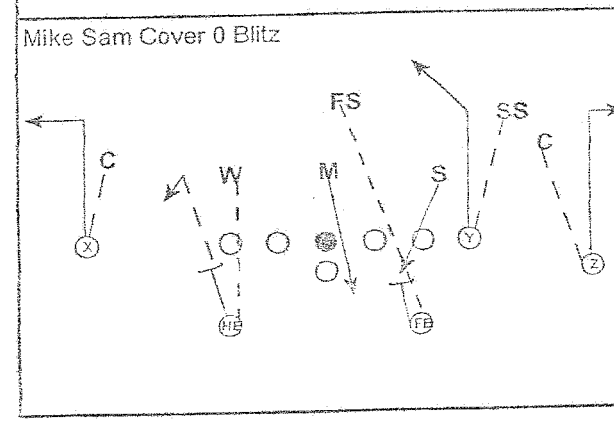
Cover Dog 1 Free Press



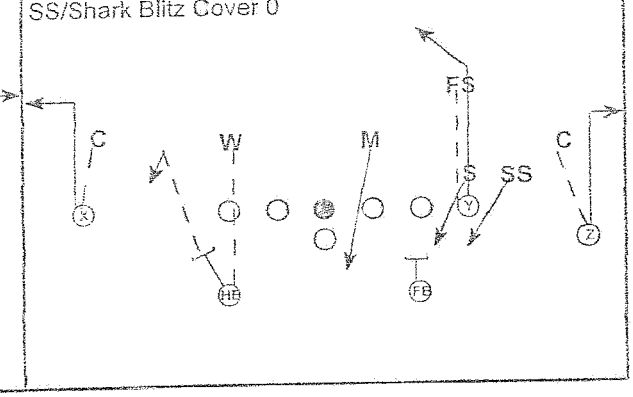
1 Free Press



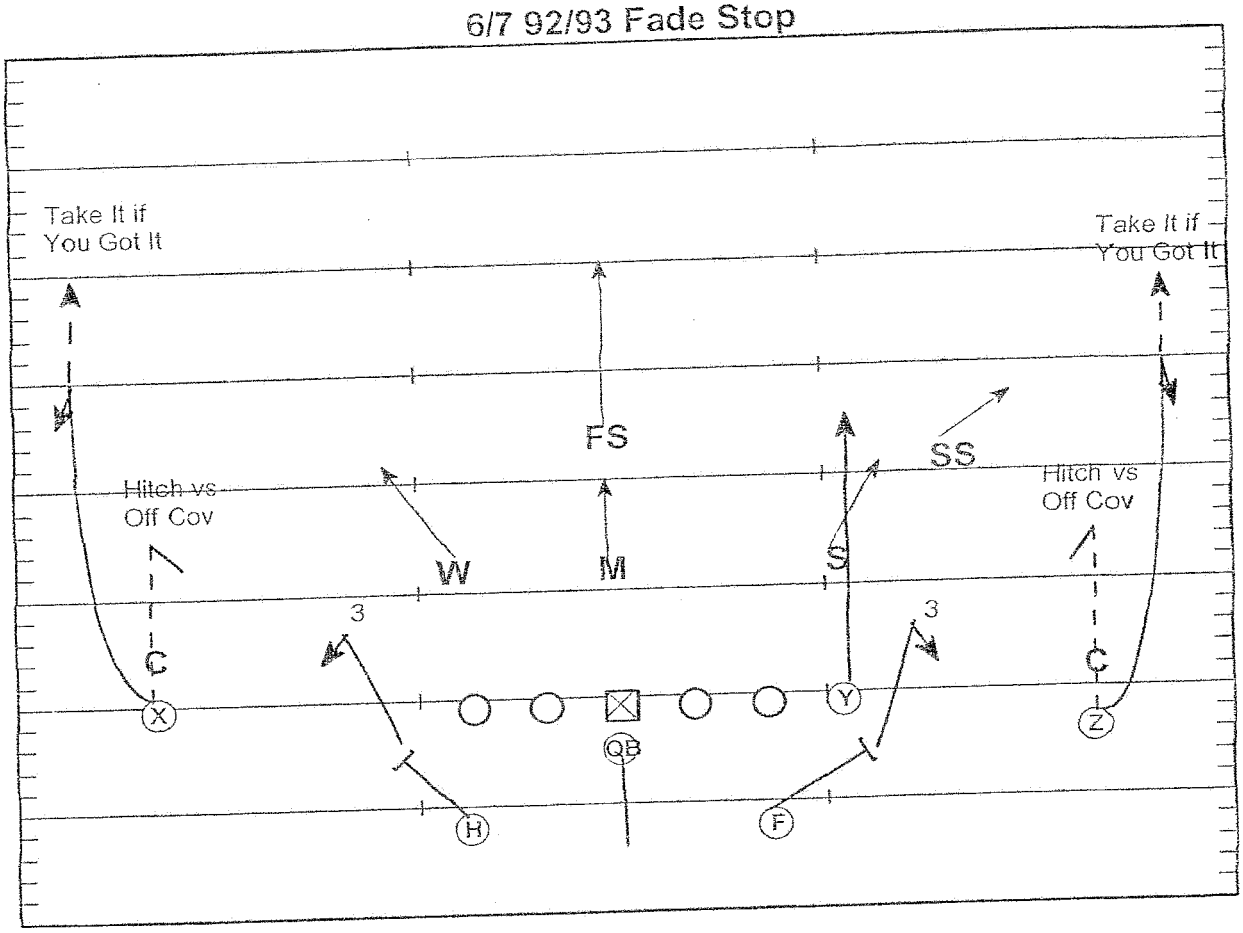
Mike Sam Cover 0 Blitz



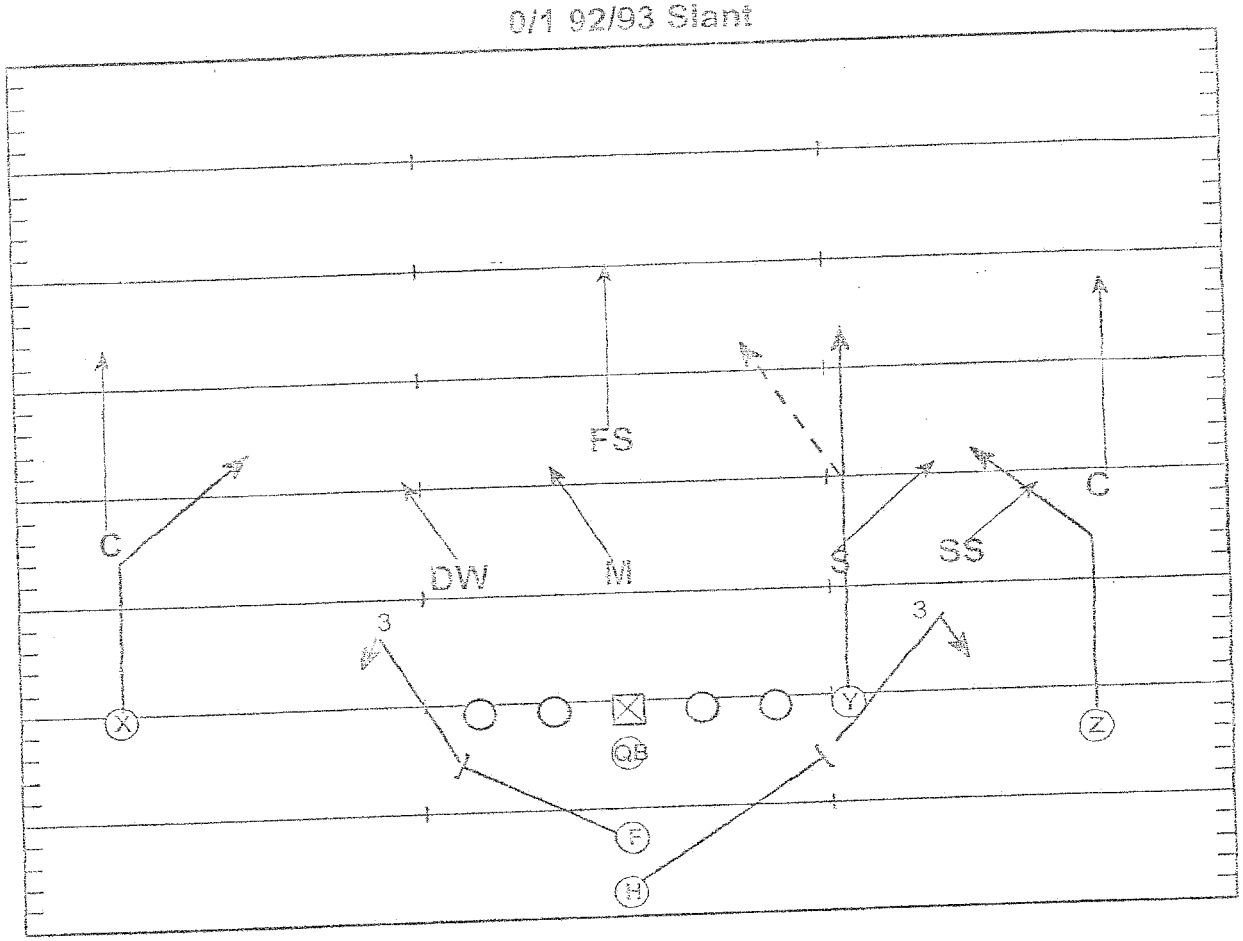
SS/Shark Blitz Cover 0



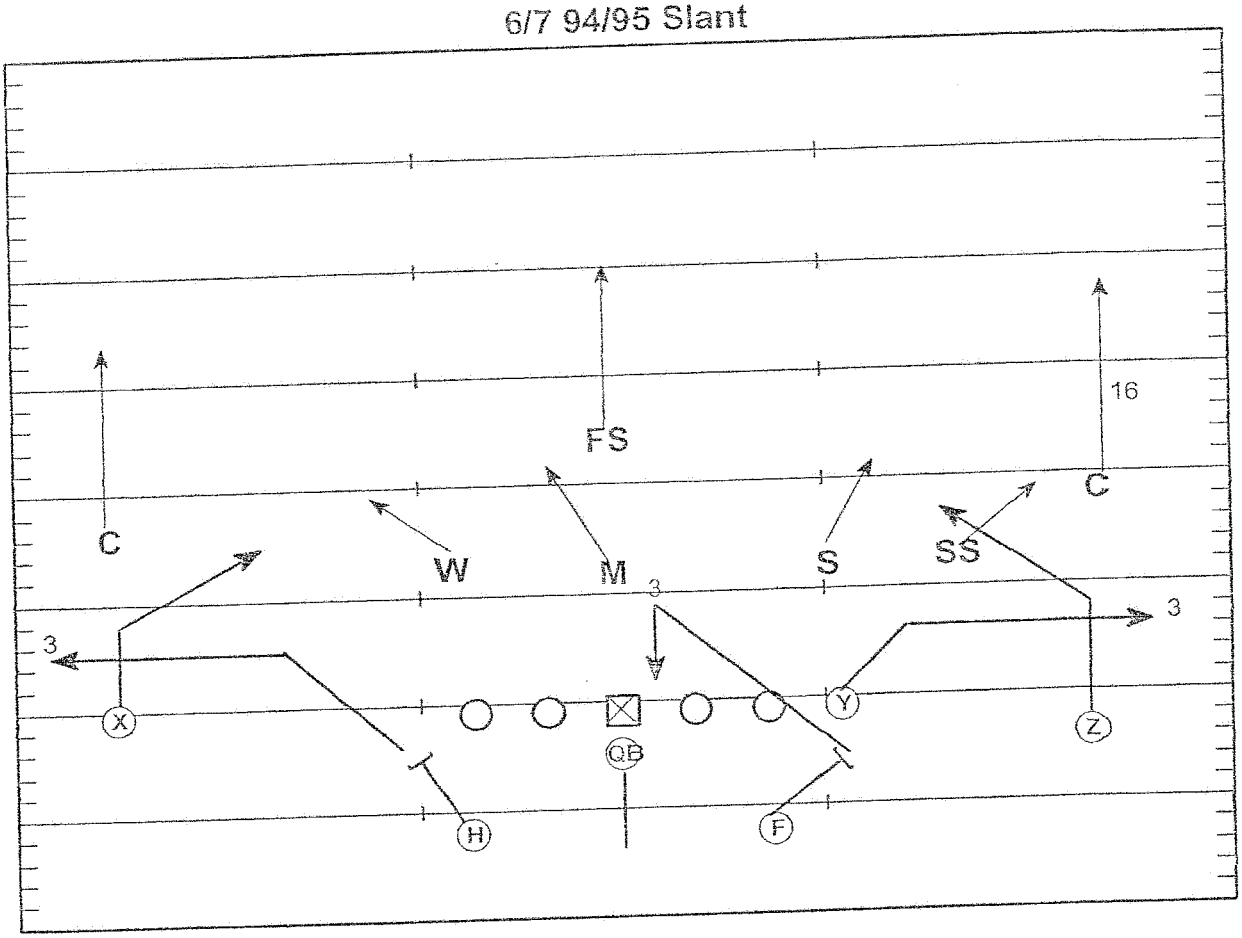
6/7 92/93 Fade Stop



0/1 92/93 Slant



6/7 94/95 Slant



QB: 3 Step Drop – Directional Read – Throw Away from Drop Safety. No Conversions vs. Cover 2

X: Maximum Split – Execute a Slant Route

Z: Maximum Split – Execute a Slant Route

Y: Execute an Arrow Route

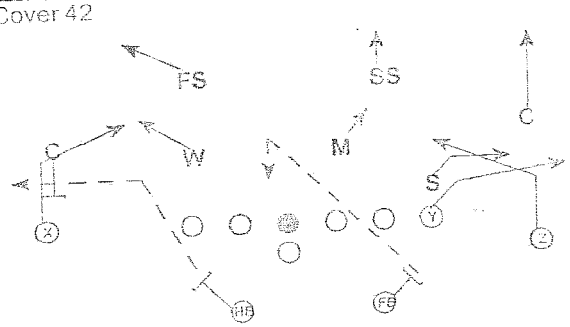
H: Block Protection Rule – N/T Execute an Arrow Route

F: Block Protection Rule – N/T – Execute Check Down

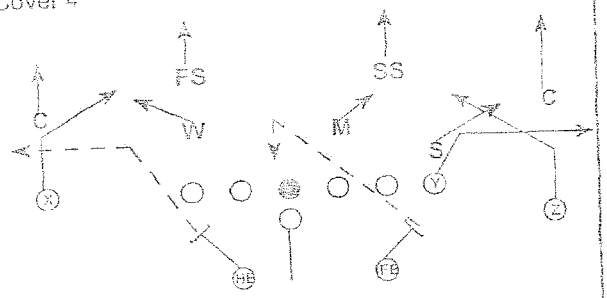
FORMATIONS: 0/1 Weak

6/7 94/95 Slant

Cover 42



Cover 4



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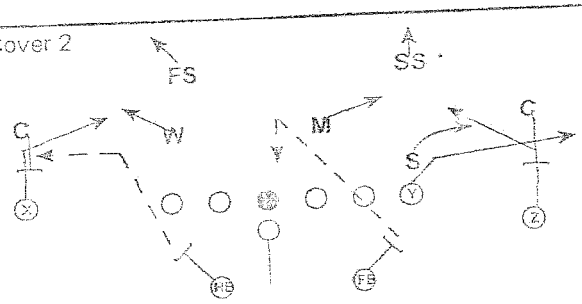
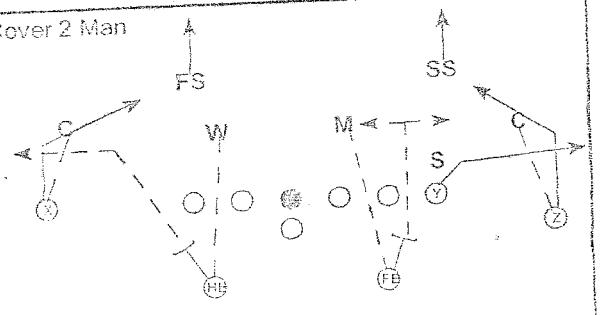
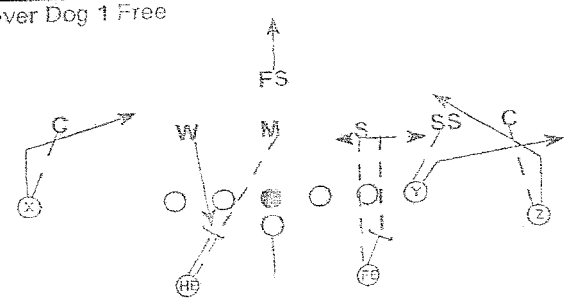


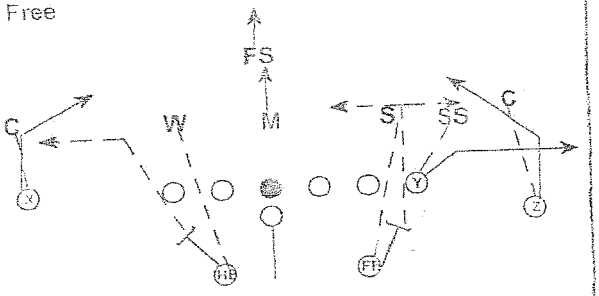
Cover 2 Man



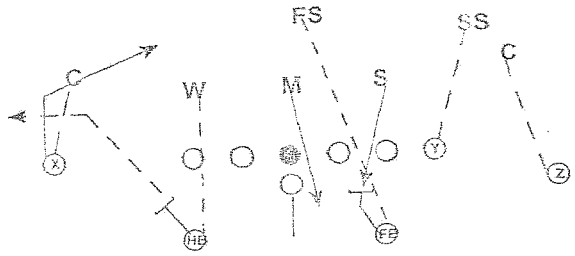
Cover Dog 1 Free



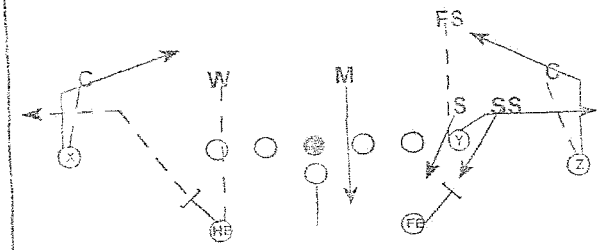
1 Free



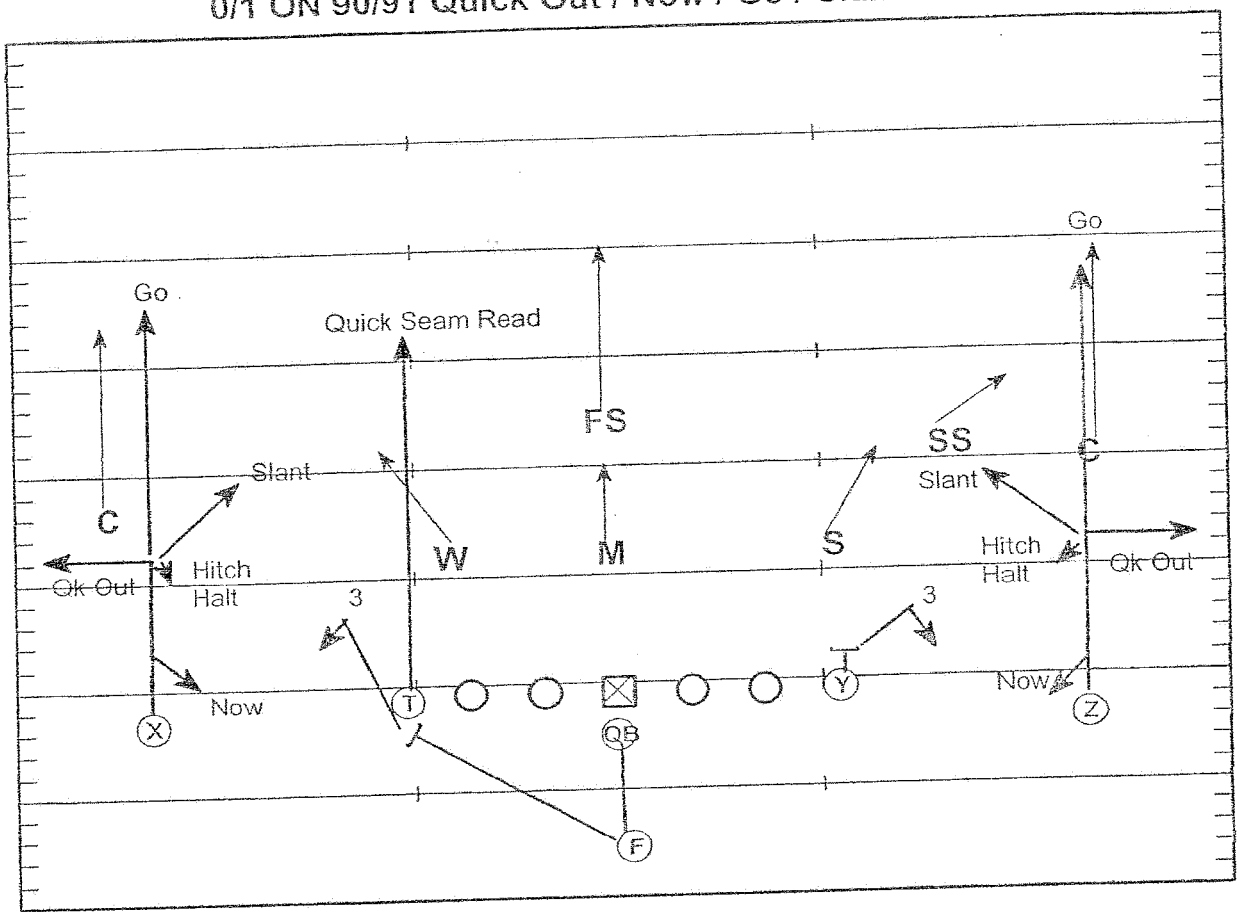
Mike Sam Cover 0 Blitz



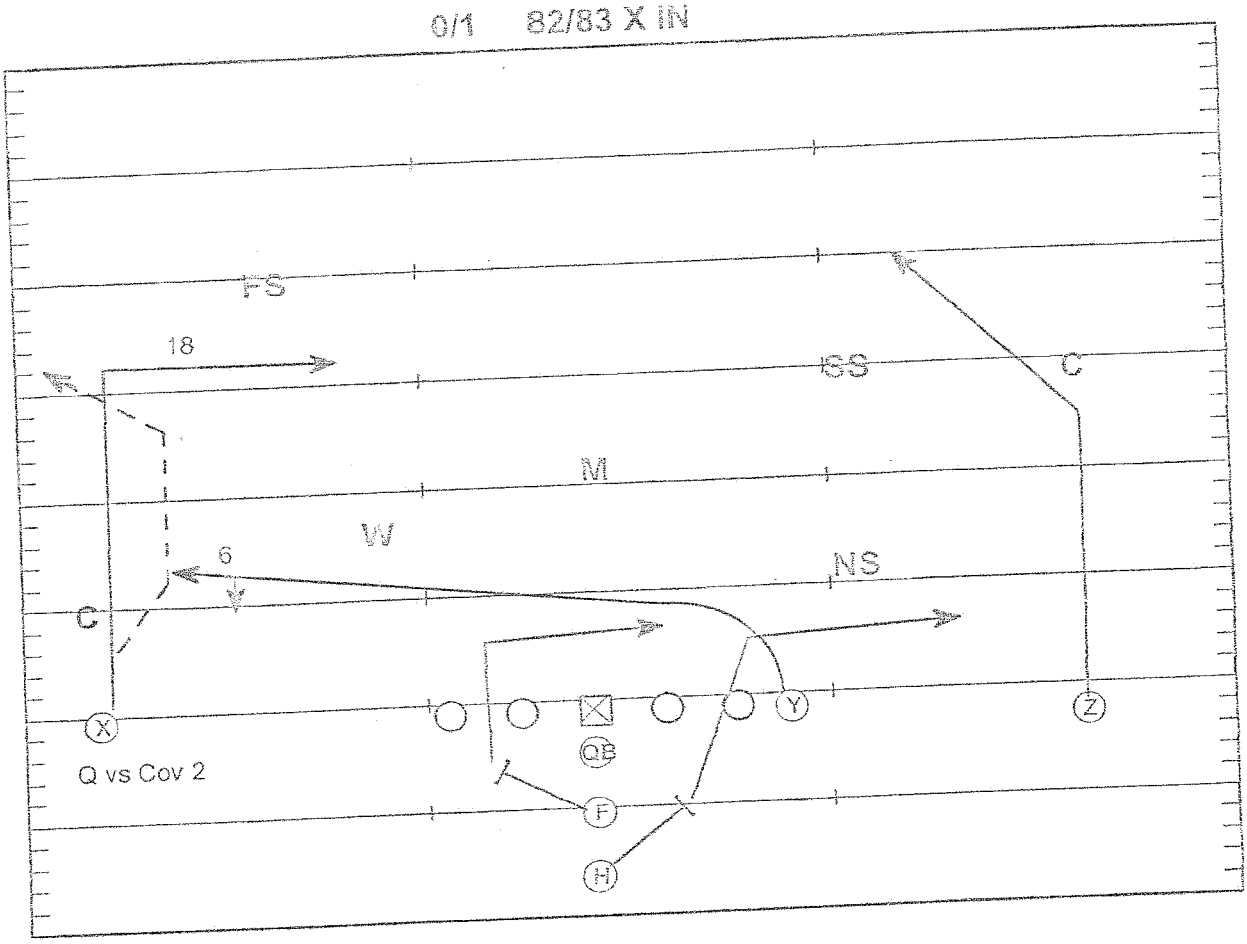
SS/Shark Blitz Cover 0



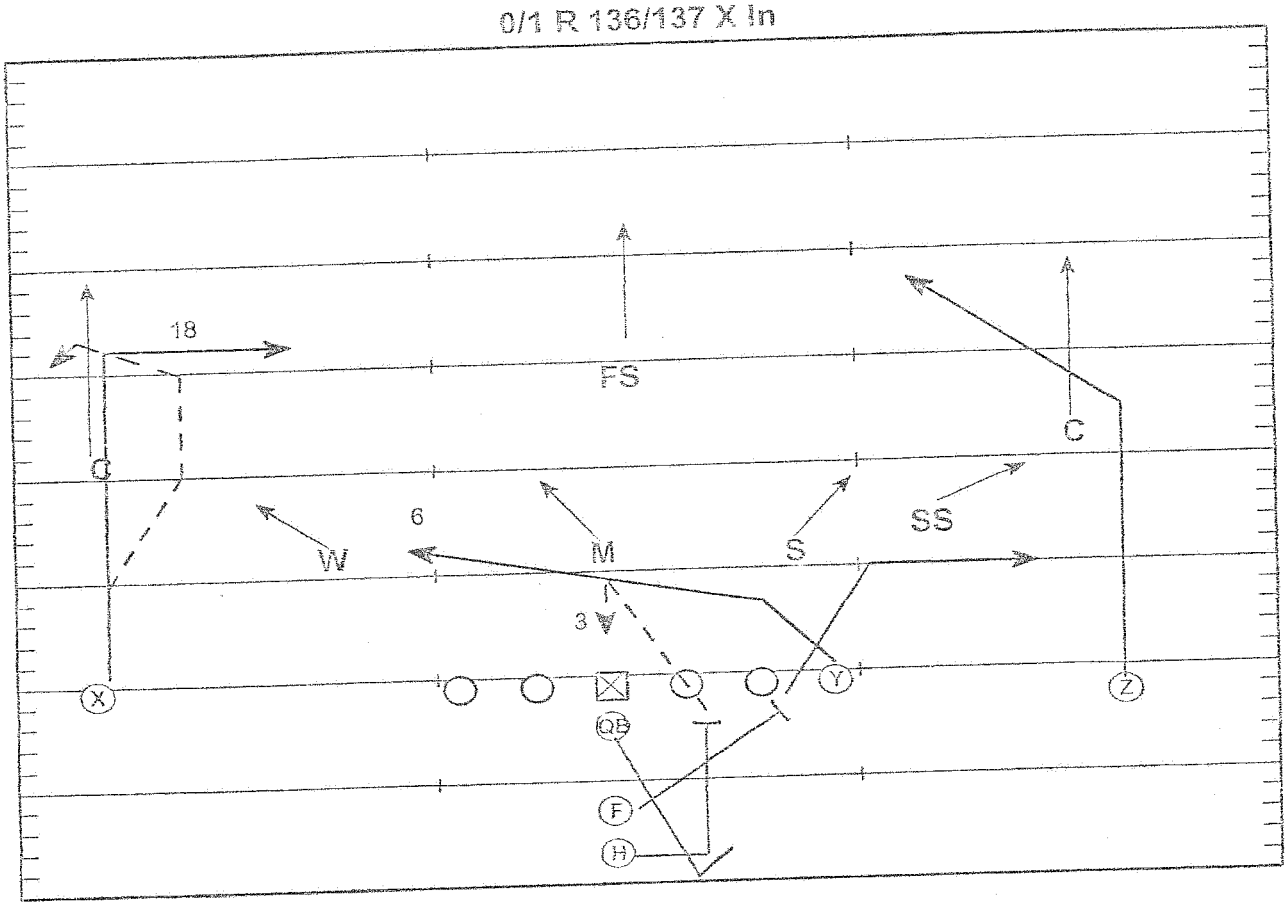
0/1 ON 90/91 Quick Out / Now / Go / Slant / Hitch / Halt



0/1 82/83 X IN



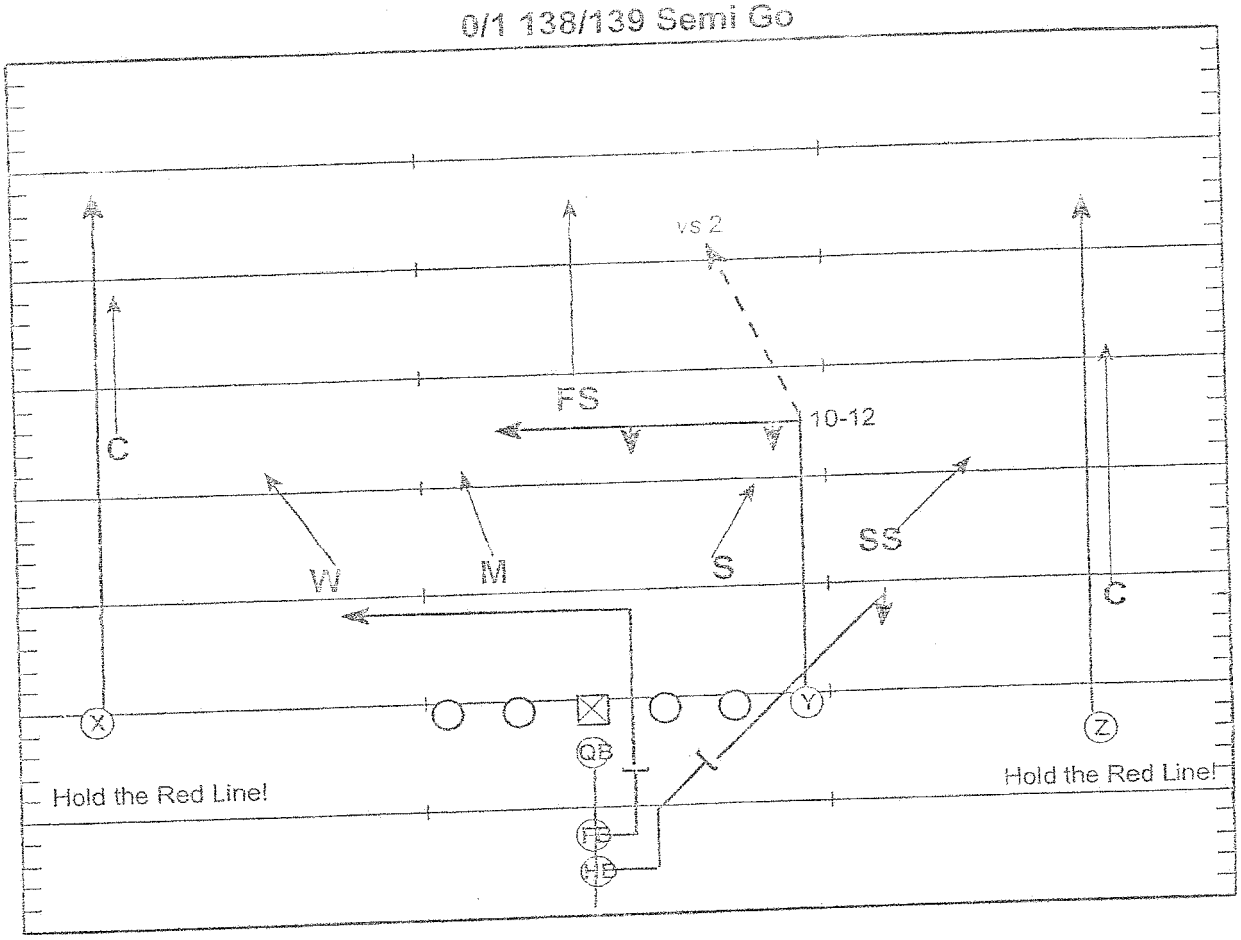
0/1 R 136/137 X In



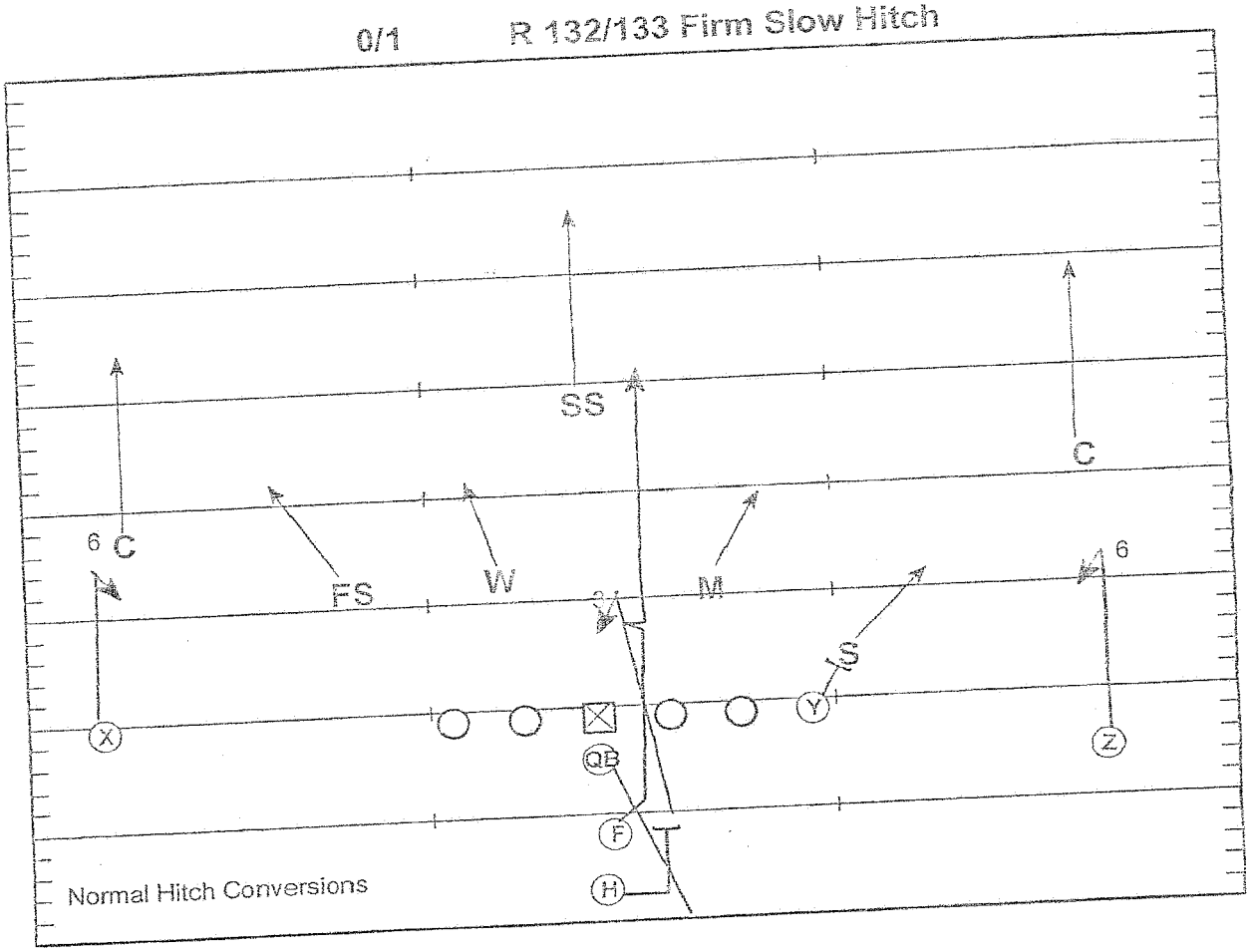
Z	Flank Split – Execute a Post Route
Y	Inside Release – Execute a 6 Yard Drag Route
X	Maximum Split – Execute a 18 Yard In (Vs. Cover 2 Run a Q)
QB	Fake Ride 36/37 Progression Read – X – Y to Backs
F	Block Protection Rule – N/T Execute a Diagonal Route
H	Fake Ride 36/37. Block Protection Rule – N/T Execute 3 Yard Checkdown

FORMATIONS: 0/1 Slot (Z Motion)

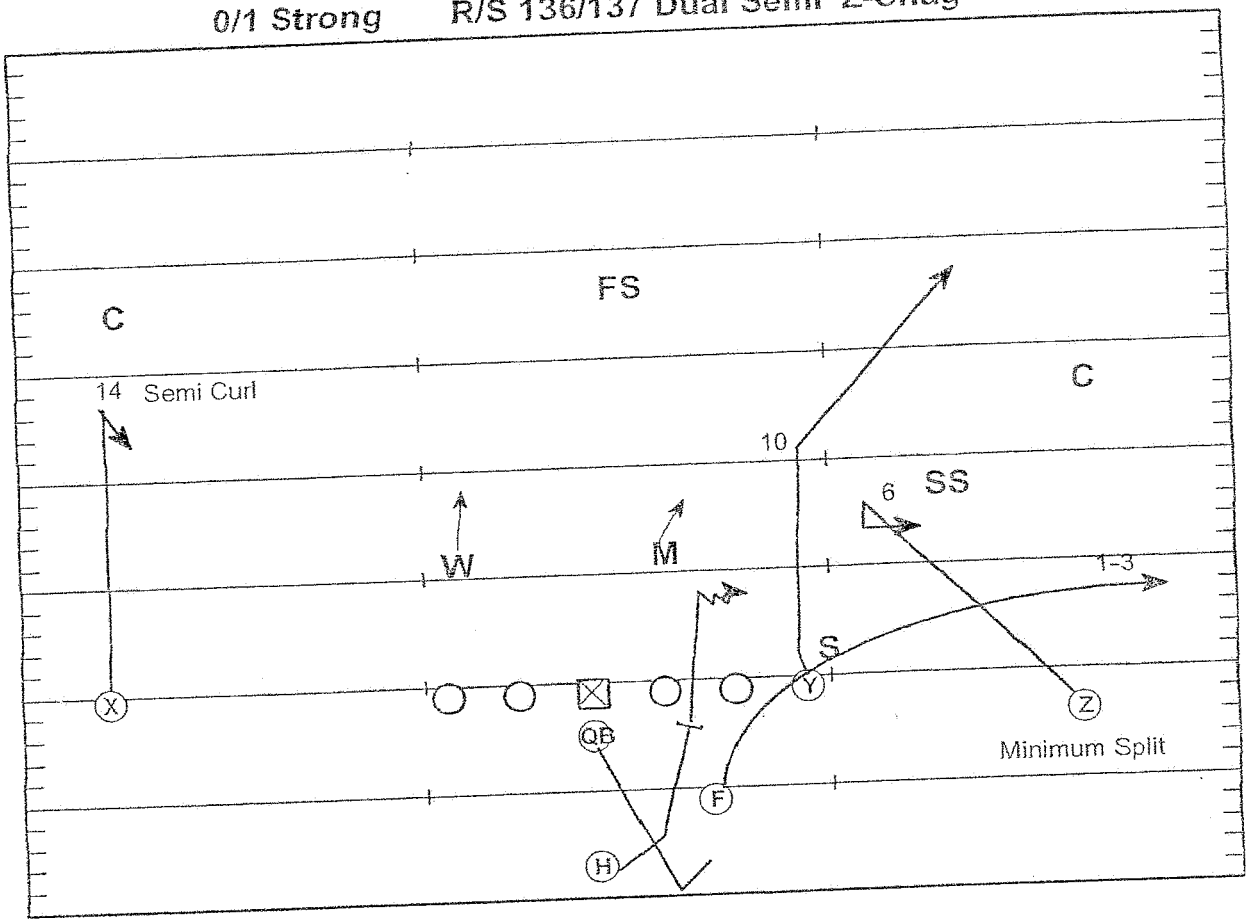
0/1 138/139 Semi Go



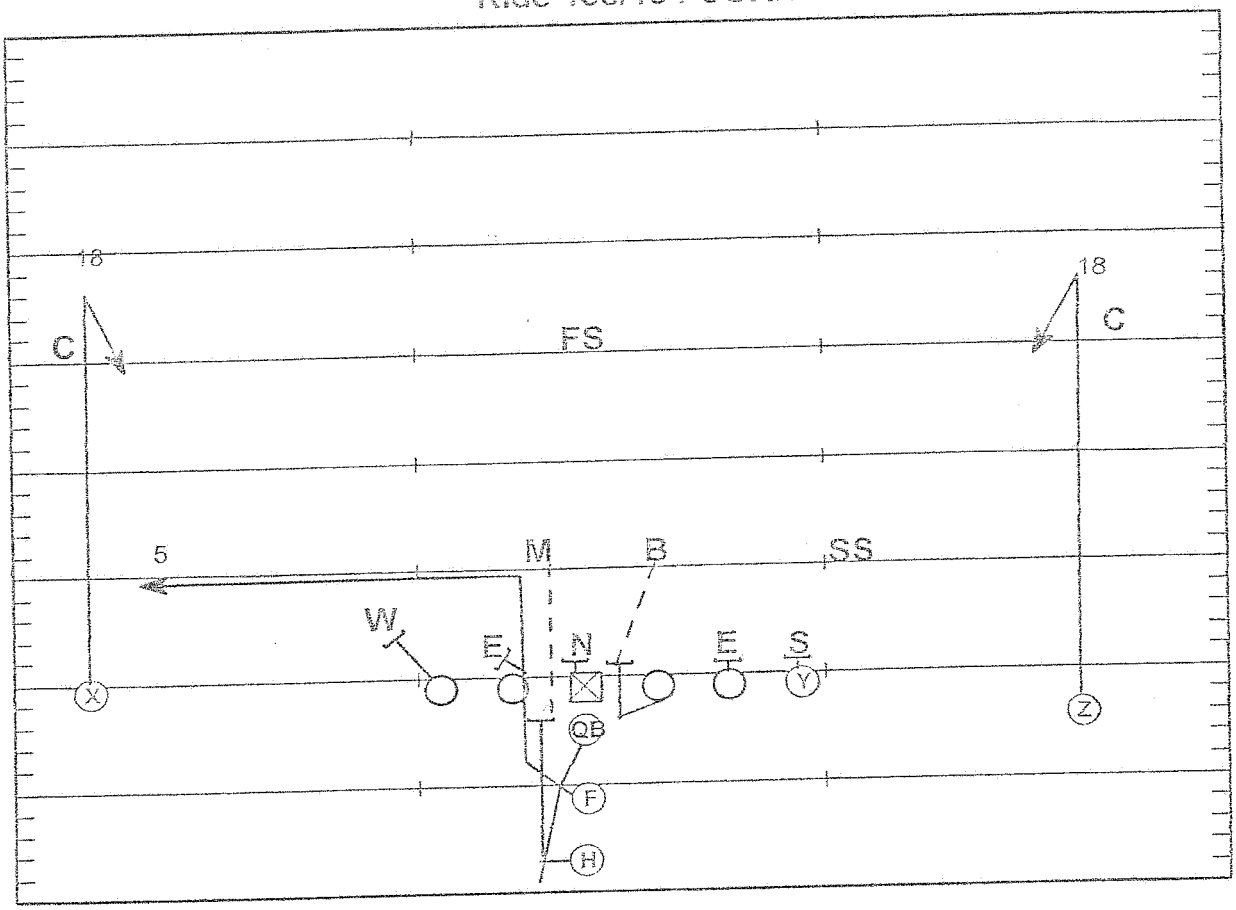
0/1 R 132/133 Firm Slow Hitch



0/1 Strong R/S 136/137 Dual Semi Z-Snag



Ride 135/134 CURL



2003 TEXANS OFFENSE
Meeting #2

Protection	Page:
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76/77 Slow	6-7
Ride 638/639	8-9
Sub Protection (62/63)	10-14
Sub Protection (76/77)	15-19
Sub Protection (80/81)	20-23
Scat Protection	24

Run Game	Page:
Ride 38/39 Slash	26-27
Ride 38/39 Divide	28-29
(Pkg) Ride 39/38 Blunt	30-31
H- 45/44 Lead	32-33
40/41 Ted	34-35

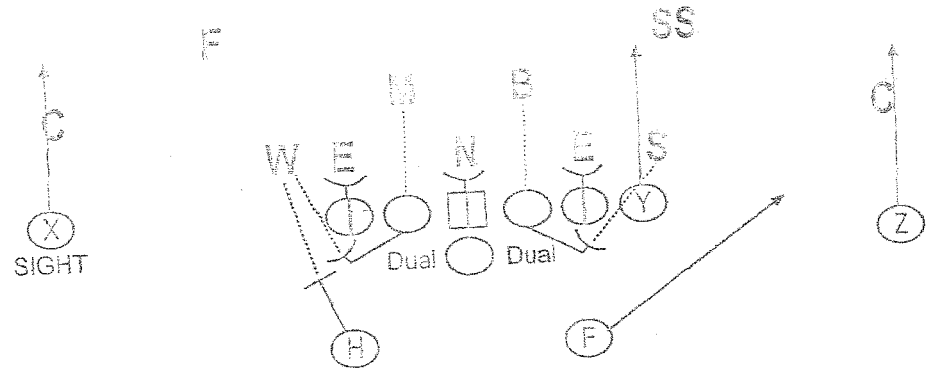
2003 TEXANS OFFENSE
Meeting #2

	Page:
Pass Game	37
76/77 Firm All Slant	38
(A) 76/77 Firm All Slant	39
76/77 Firm All Slant Y-Diagonal	40
76/77 Firm Diagonal Slant	41
76/77 Firm SCAT Y-SAM	42
90/91 Diagonal Go	43
76/77 Firm Diagonal Go	44-46
76/77 Firm Y-Hook Z-Option	47-50
76/77 Streak	51-52
76/77 Switch	53
Hook Package	54
62/63 Double Hook	55-56
62/63 Semi Y Hook	57
62/63 Semi Y Hook Z-Post	58-59
62/63 Firm Double Hook	60-61
62-63 Firm Y-Hook	62-63
76/77 Streak Y-Hook	64
76/77 Switch Y-Hook	65
76/77 Switch T-Shallow	66-67
76/77 Semi Curl Diagonal	68-69
H-76/77 Firm Y BOA	70
H-76/77 Firm Z BOA	71
76/77 Firm Y BOA	72
62/63 Y Dunk	73
76/77 Y-Hook Z-Do	74
62/63 Y-Do Z-Sail	75
62/63 Y-Sail Z-Post	76
62/63 Semi Z-Snag	77-78
62/63 Semi Curl	79
62/63 Semi Y-Choice	80
Ride 638/639 X-'V' Z-Cross	81
Ride 638/639 Comeback	82
Ride 638/639 X-Z Twirl	83
Ride 135/134 Naked R/L Throwback	84
Ride 135/134 Naked R/L Throwback Dipper	

PROTECTION

62 / 63

34



Protection Concept: 6 Man Protection

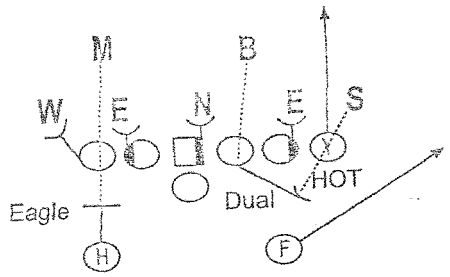
43 Rules - OL Blocks 4 Down Mike and Sam
34 Rules - OL Blocks 3 Down / Mac (Poss Dual) / Dual Buc-Sam
FB - Free Release
HB - Check Release Will (Scan)

Z	Pattern
Y	Pattern (HOT off 2!) Alert Lucky/Ringo
FRONTSIDE TACKLE	Base Orange-Yellow Sift Alert Ringo-Lucky
FRONTSIDE GUARD	Base Orange-Yellow Dual Alert Ringo-Lucky Ram/Lion
CENTER	Base Orange-Yellow Dual Alert Ringo-Lucky Ram/Lion
BACKSIDE GUARD	Base Eagle Dual Possible Fan Alert Ringo-Lucky Ram/Lion
BACKSIDE TACKLE	Base Eagle Alert 5 Down Possible Fan Alert Ringo-Lucky
X	Pattern (Sight Adjust)
QB	5 or 7 Step Drop
FB	Free Release
HB	Dual - Check Release Mac-Will (34) vs Eagle Check Mac. Scan Alert Ringo-Lucky. Alert 5-Down

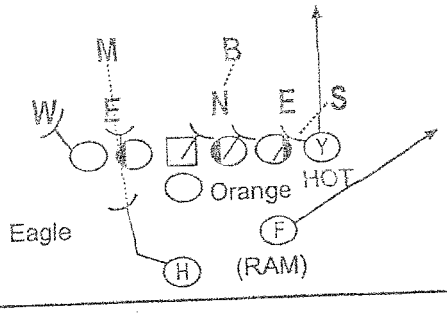
PROTECTION

62 / 63

34 Under



34/44



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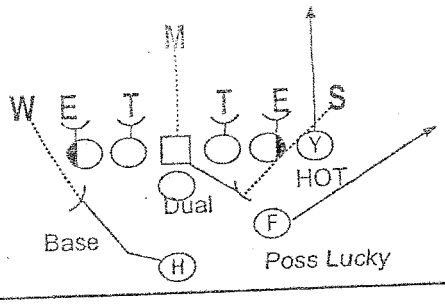
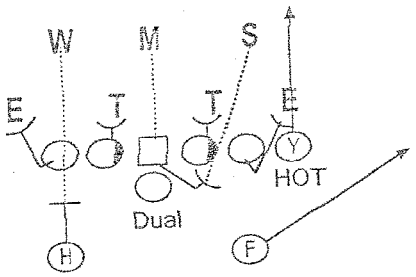
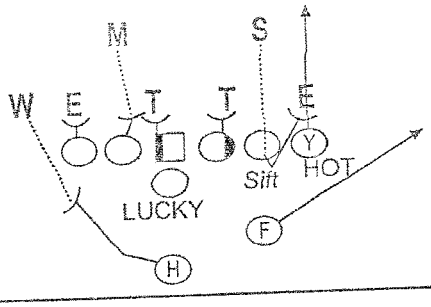


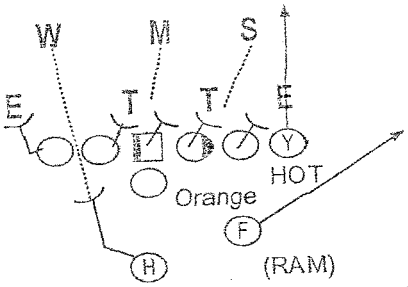
43 Stack



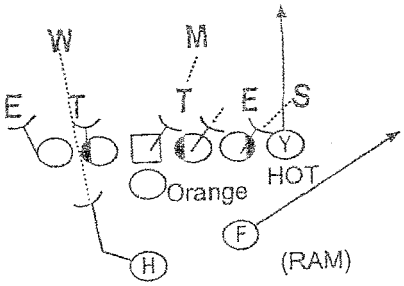
43 OV STK



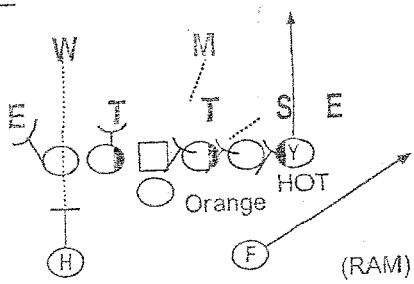
43 OV STK WIN



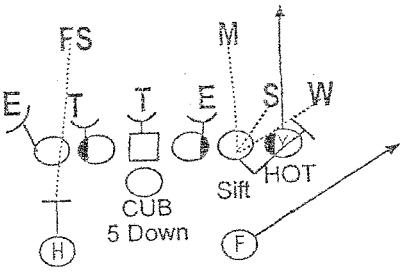
44 STG



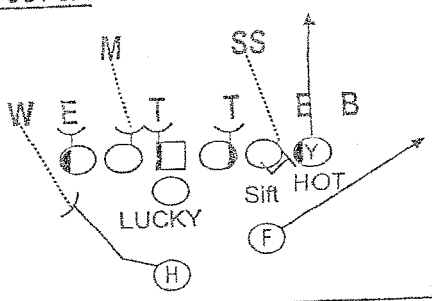
44 STG SAM SW



43 CUB WK



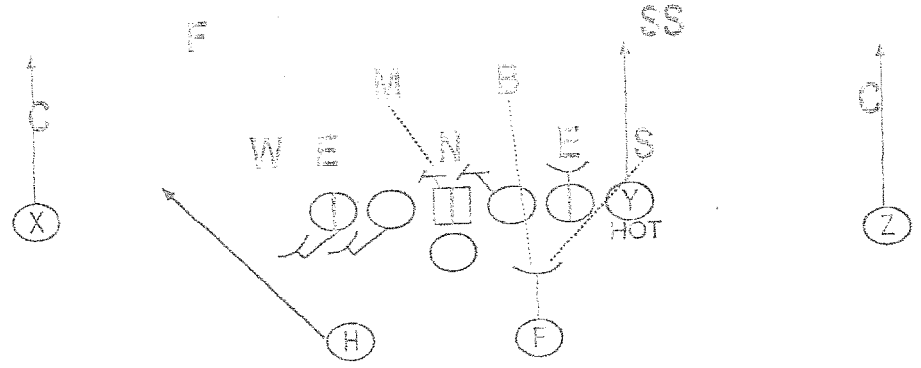
OV STK SAM OUT SIN



PROTECTION

76 / 77

34



Protection Concept: 6 Man Protection (Slide Concept)

34 Rules - OL blocks 3 DL / Mac / Will
Remaining Back - Dual Buc-Sam

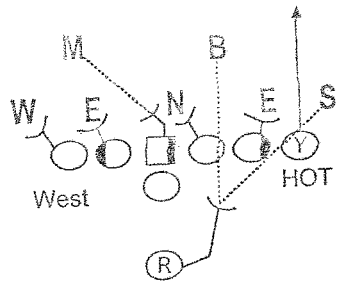
43 Rules - OL blocks 4 DL / Will
Remaining Back - Dual Mike-Sam (Alert Lucky-Ringo / Solo)

Z	Pattern
Y	Pattern (HOT off 2!) (Lucky-Ringo = Hot off 1) (Solo = Hot off Secondary + 1)
FRONTSIDE TACKLE	Base Locate DE Alert Lucky-Ringo to Possible Sift
FRONTSIDE GUARD	Base Straight Slide if Uncovered Alert 5 Down / Lucky-Ringo / East-West
CENTER	Slide to WLB East-West Alert Solo / 5 Down / Lucky-Ringo / East-West
BACKSIDE GUARD	Slide to WLB East-West Alert Solo / 5 Down / Lucky-Ringo / East-West
BACKSIDE TACKLE	Slide to WLB East-West Alert Solo / 5 Down / Lucky-Ringo / East-West
X	Pattern (Sight Adjust)
QB	5 or 7 Step Drop
FB	34 - Dual Buc-Sam (Scan) 43 - Dual Mike-Sam / Alert Lucky-Ringo / Solo
HB	Free Release

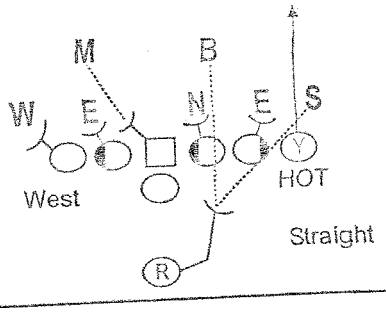
PROTECTION

76 / 77

34 Under



34 / 44



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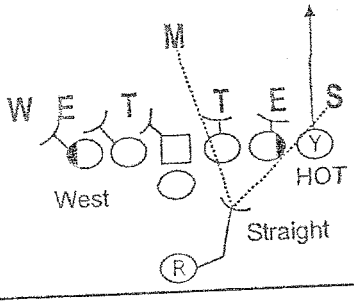
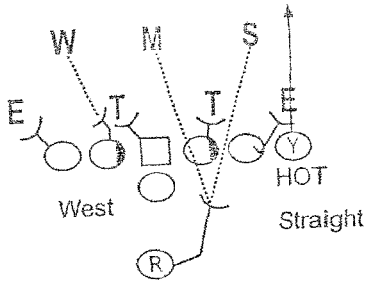
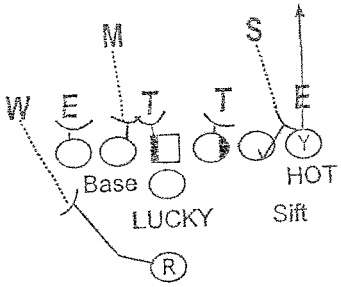


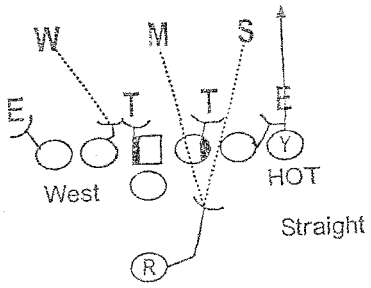
43 Stack



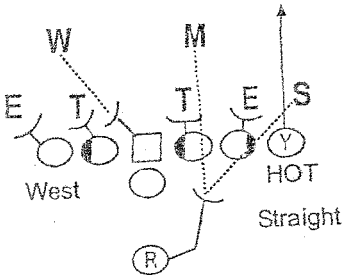
43 OV STK



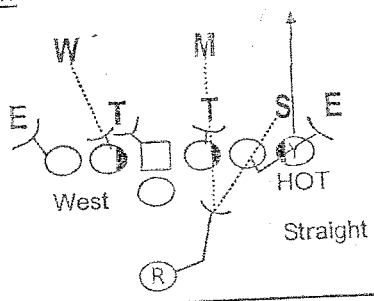
43 OV STK WIN



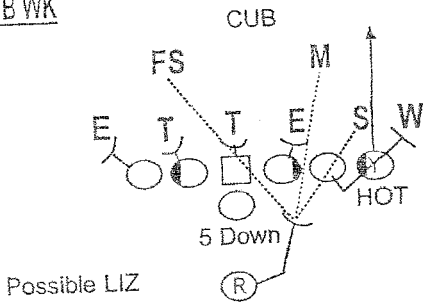
44 STG



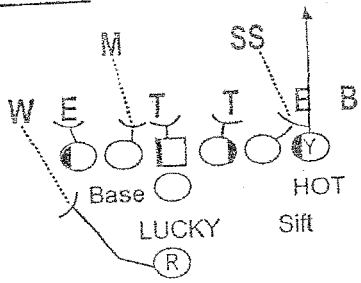
44 STG SAM SW



43 CUB WK



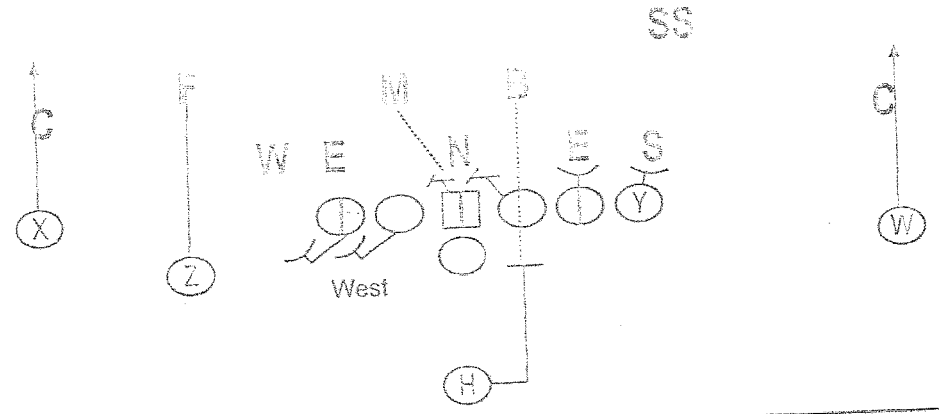
OV STK SAM OUT SIN



PROTECTION

76-77 Slow

34



Protection Concept: (7 Man Protection - Slow)

43 Rules- OL and TE Block 4 DL, Sam and Will.
RB Blocks Mike to Scan.

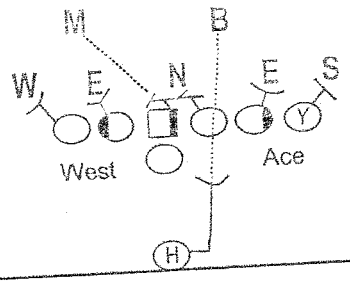
34 Rules- OL and TE Block 3 DL, Sam, Mac and Will.
RB Blocks Buc to Scan.

Z	Pattern
Y	Slow Block #3. vs Switch Block Out (Big) Out Danger Squeeze
FRONTSIDE TACKLE	Base Area Solid Out Danger Straight Squeeze
FRONTSIDE GUARD	Base Area Solid Squeeze Straight vs. Guard Bubble - West
CENTER	Slide to WLB East/West
BACKSIDE GUARD	Slide to WLB East/West
BACKSIDE TACKLE	Slide to WLB East/West
X	Pattern
QB	5 to 7 Step Drop
W/T	Pattern
HB	Block Mike LB to Scan #4.

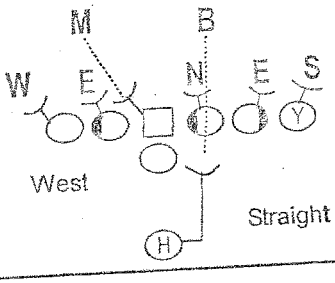
PROTECTION

76-77 Slow

34 Under



34 / 44



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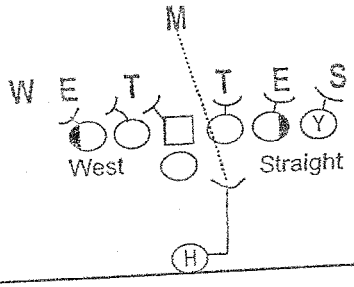
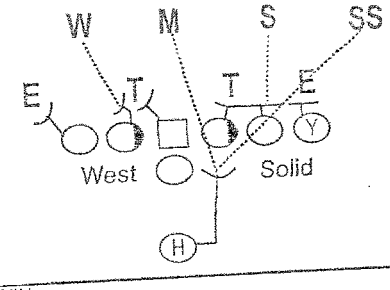
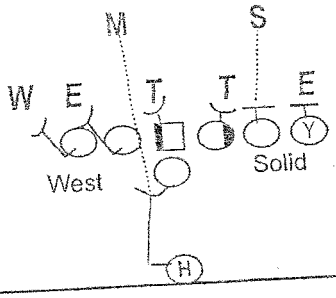


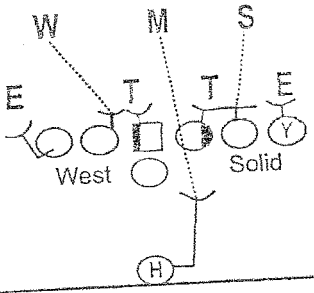
43 Stack



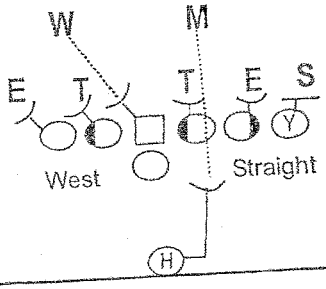
43 OV STK



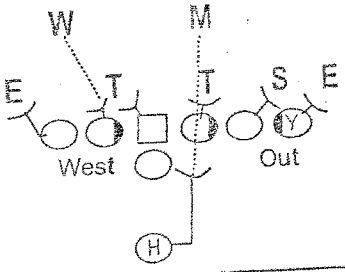
43 OV STK WIN



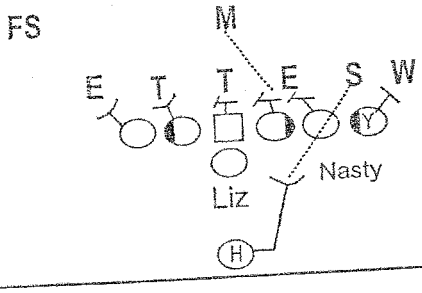
44 STG



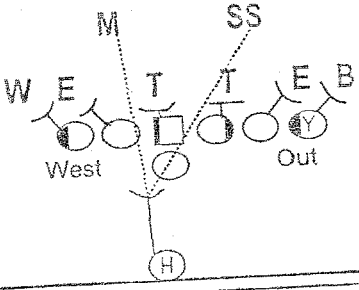
44 STG SAM SW



43 CUB WK

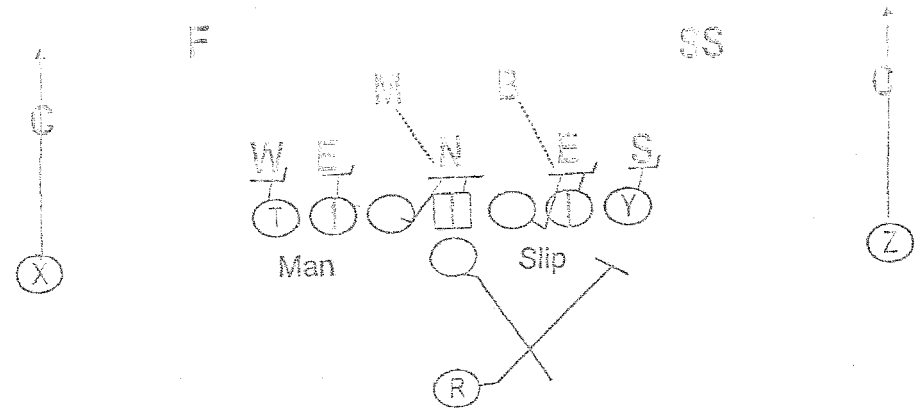


OV STK SAM OUT SIN



Ride 638-639

34



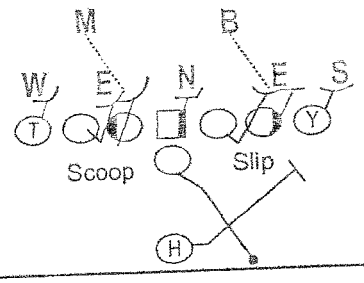
0 ON

Concept: Block Ride 38-39 Agressively. Use similar technique and leverage defenders towards fake. Keep blocking defenders and Only stop when they stop chasing. Then square up and Finish.

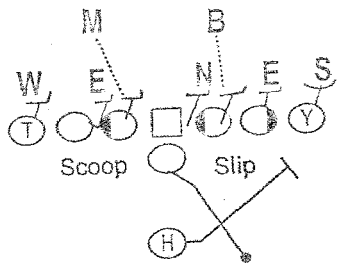
Z	Pattern
Y	Block Ride 38-39 All Zone calls apply
FRONTSIDE TACKLE	Block Ride 38-39 All Zone calls apply
FRONTSIDE GUARD	Block Ride 38-39 All Zone calls apply
CENTER	Block Ride 38-39 All Zone calls apply
BACKSIDE GUARD	Block Ride 38-39 All Zone calls apply
BACKSIDE TACKLE	Block Ride 38-39 All Zone calls apply
X	Pattern
QB	Fake Ride 38-39. Sell Run Extend Ball. Set up in Tackle Box.
FB/T	Block 38-39 Rules - Out vs Man On/Outside
RB	Great ball fake. Block #4 to Route

Ride 638-639

34 Under



34 / 44



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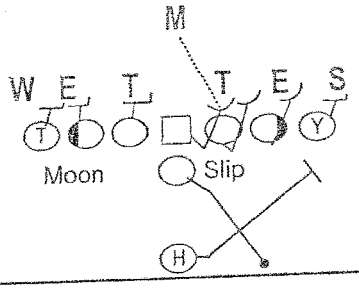
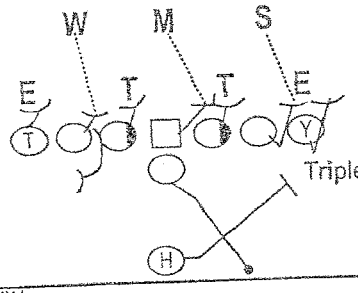
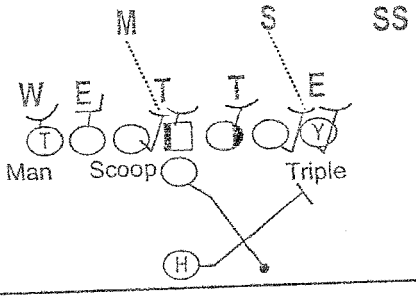


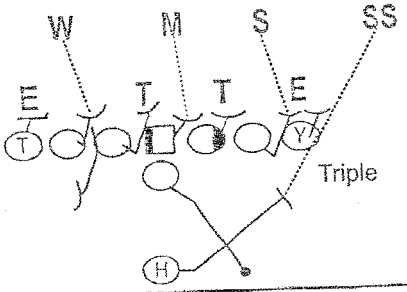
43 Stack



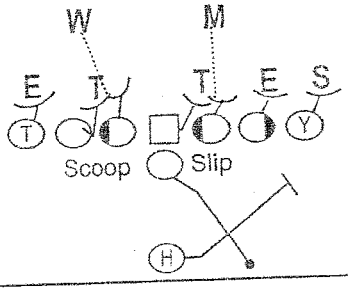
43 OV STK



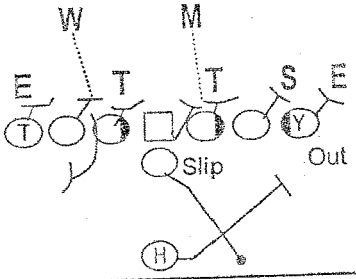
43 OV STK WIN



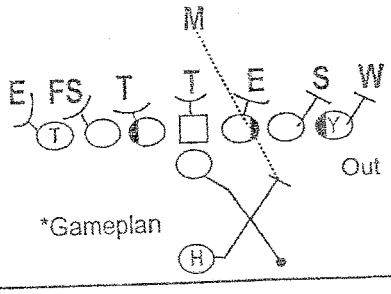
44 STG



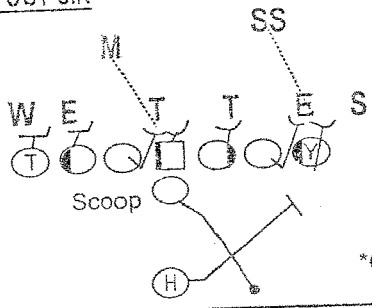
44 STG SAM SW



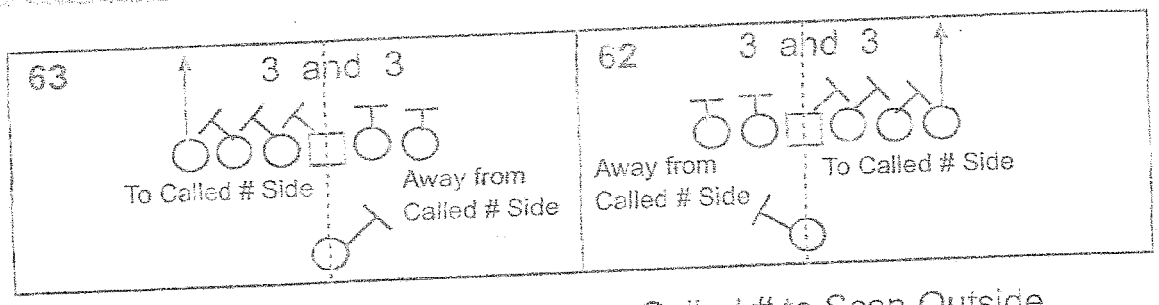
43 CUB WK



OV STK SAM OUT SIN



SUB PROTECTION (62 / 63)



-RB Blocks 1st Blitzer Away From Called # to Scan Outside
- OL Blocks 1 Blitzer to Called # Side to Scan Outside

QB CALLS: "SUB" = SUB RULES (denotes substituted defense)
"4 Down" Denotes 4 DL - 3 LB - 4 DB (Regular)
"3 Down" Denotes 3 DL - 4 LB - 4 DB (Regular)
'5 Down" Denotes Bear Front (OC / Both OG's Covered) - Base Rule
"BAT" Denotes 4 DL (Over or Under) and BAT is 4th DL

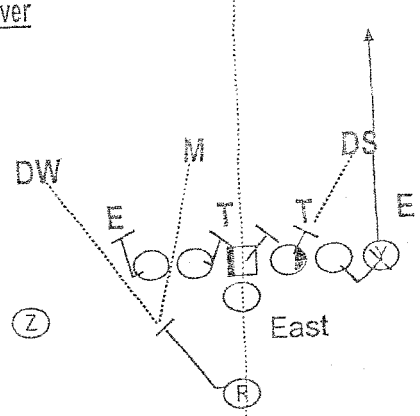
"LUCKY / RINGO" call by QB:
Both Blocker and Back work in direction called
LUCKY = Left
RINGO = Right
*QB will Identify LB'er by Jersey # he wants OL to Block

"R / L" call by QB:
2 defenders Weak, 5 defenders strong
Uncovered - Dual 1 to 2
Back - Dual 2 to 3

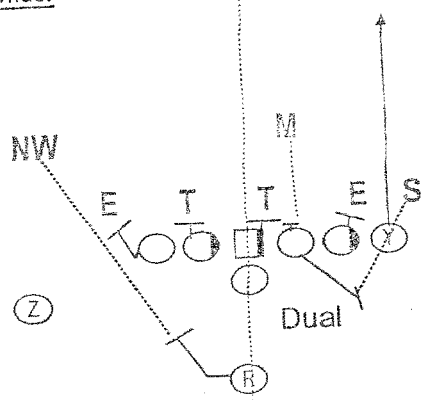
62/63 Scat - Free Release by Back

SUB 62-63

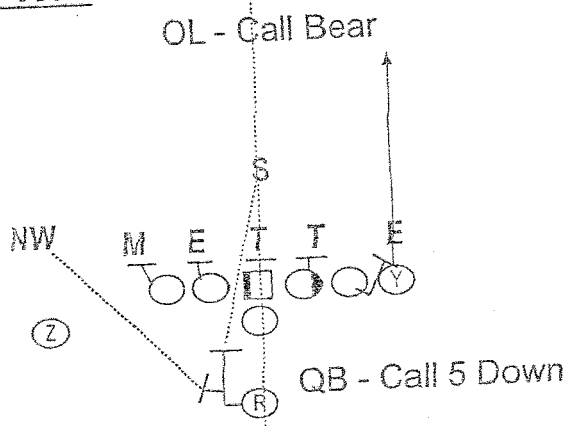
416 Over



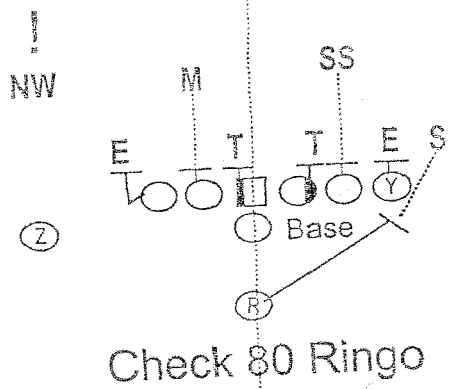
425 Under



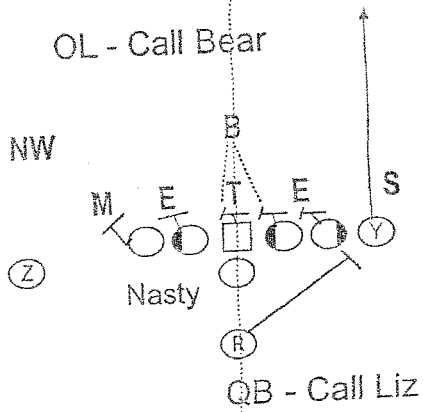
425 - 5 Down



425 SOUT SIN



335 - 5 Down



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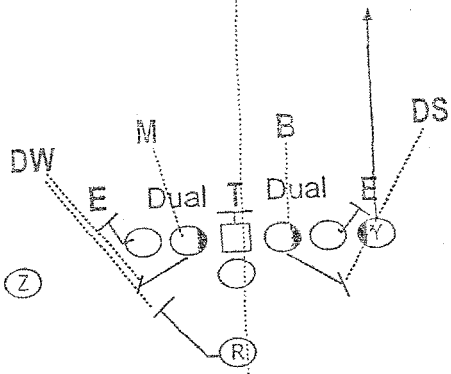
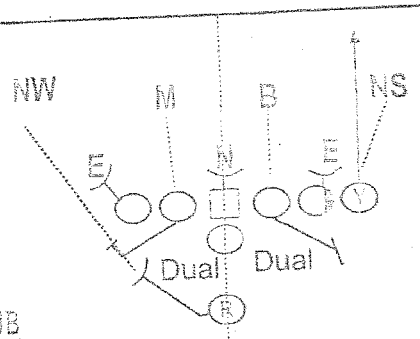
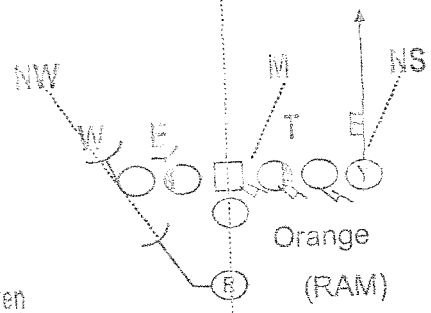


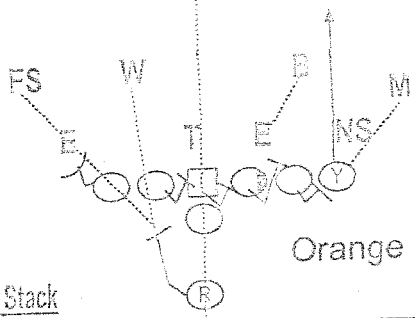
SUB 62-63



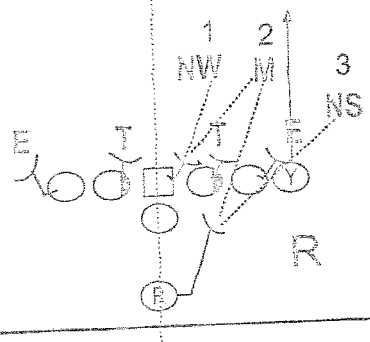
326 SUB



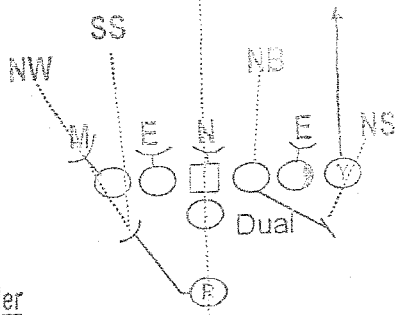
416 Even



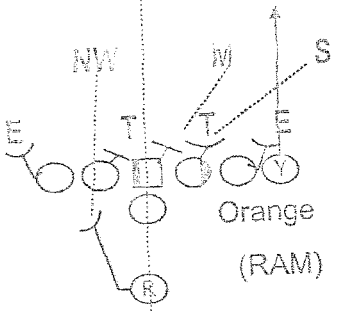
335 Over Stack



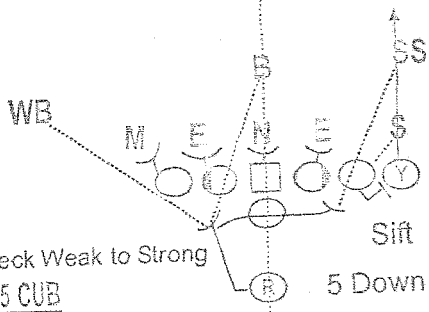
416 Even



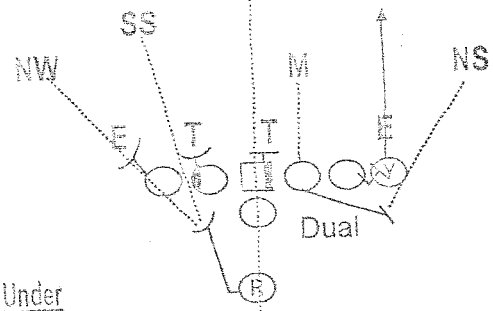
317 Under



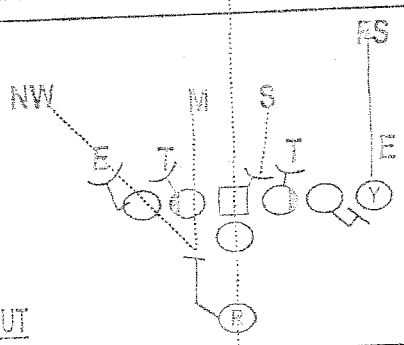
425 Over



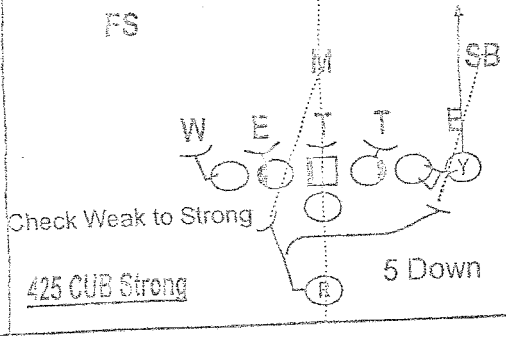
335 CUB



416 Under

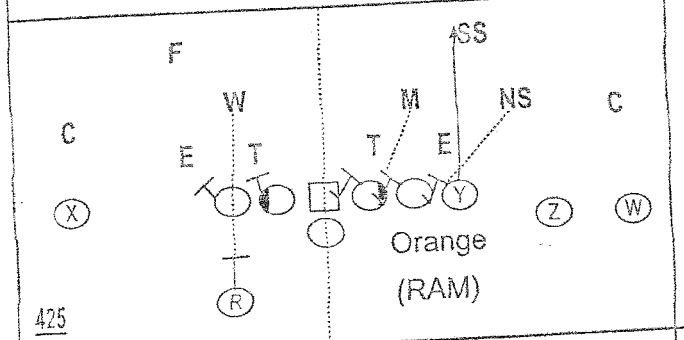


425 CUT

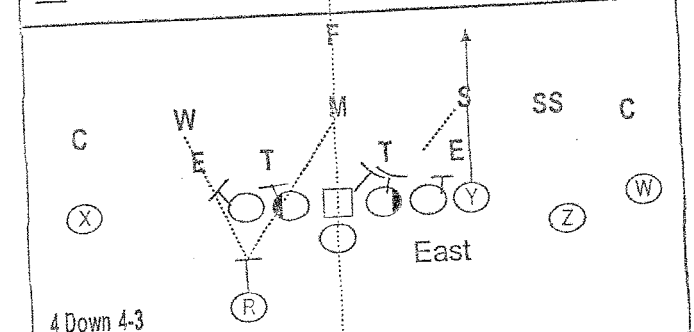


425 CUB Strong

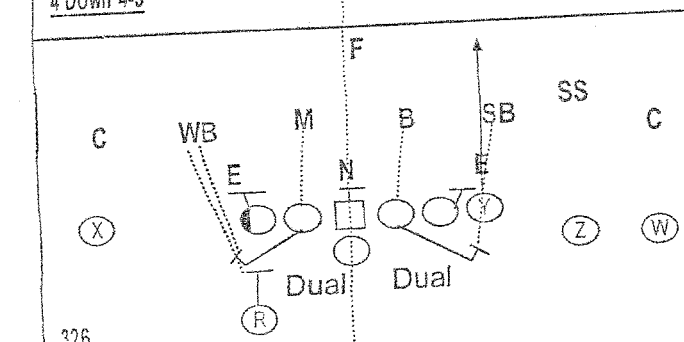
SUB 62/63 - 2 Wider



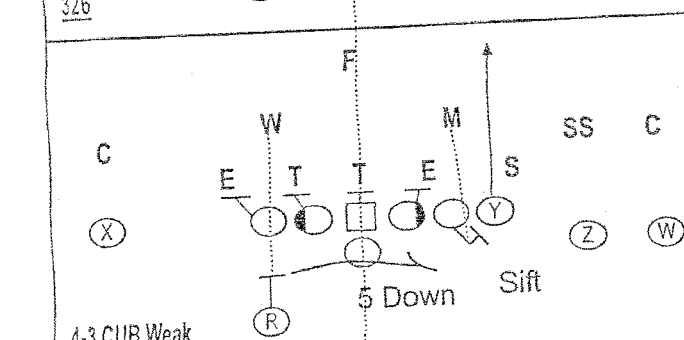
425



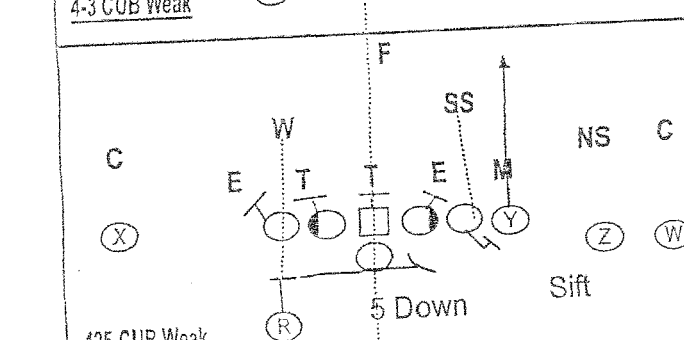
4 Down 4-3



326

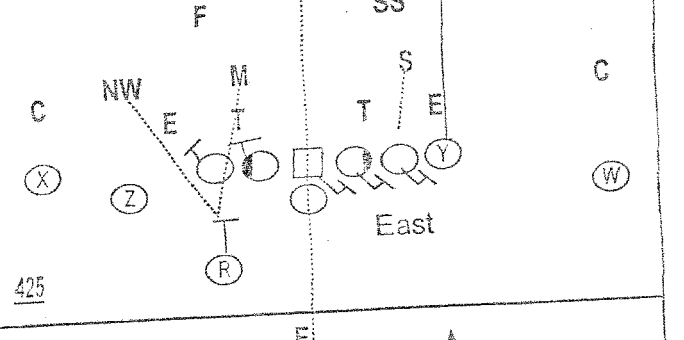


4-3 CUB Weak

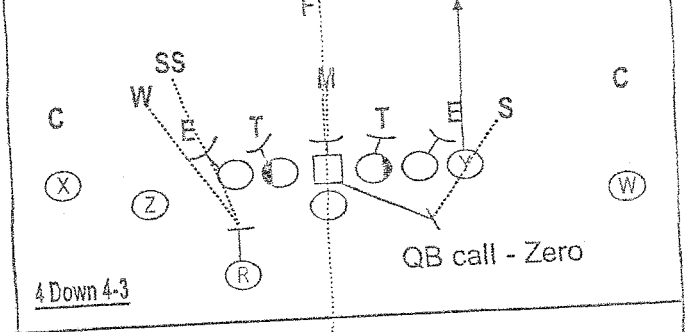


425 CUB Weak

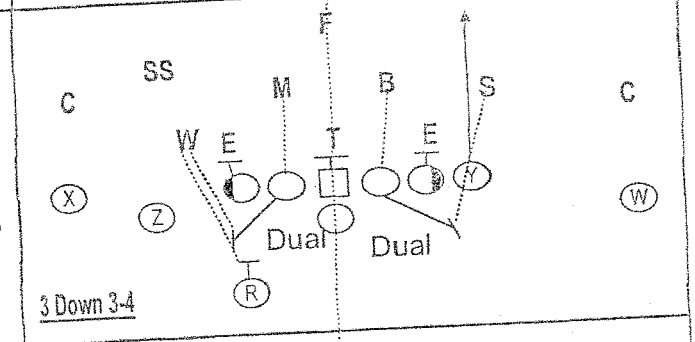
SUB 62/63 - 2 Wide Slot



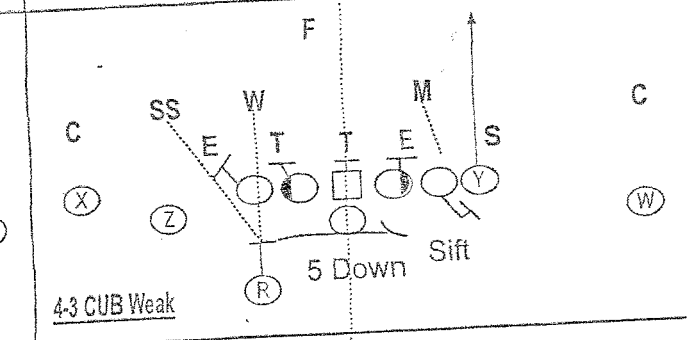
425



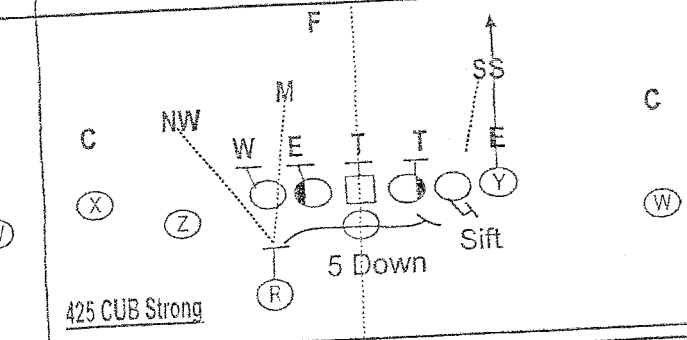
4 Down 4-3



3 Down 3-4



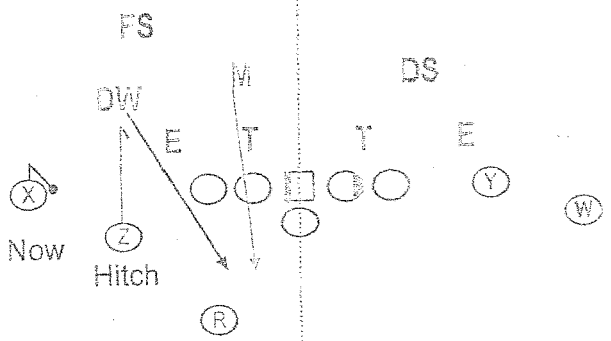
4-3 CUB Weak



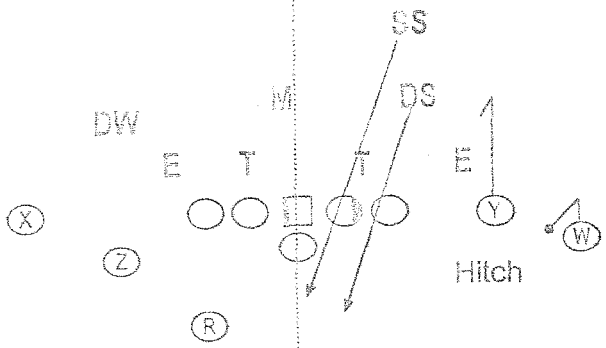
425 CUB Strong

SUB 62-63 Sight Adjustments

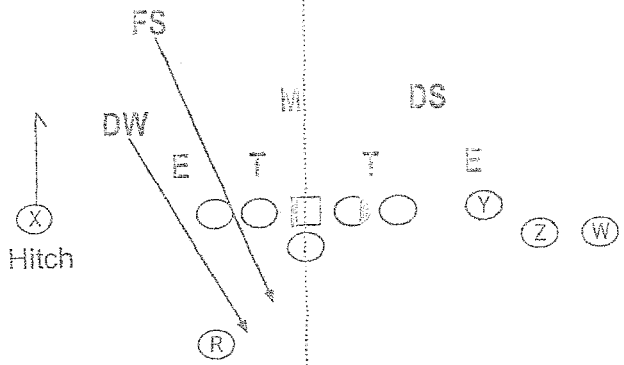
Half Rt vs 2 Weak



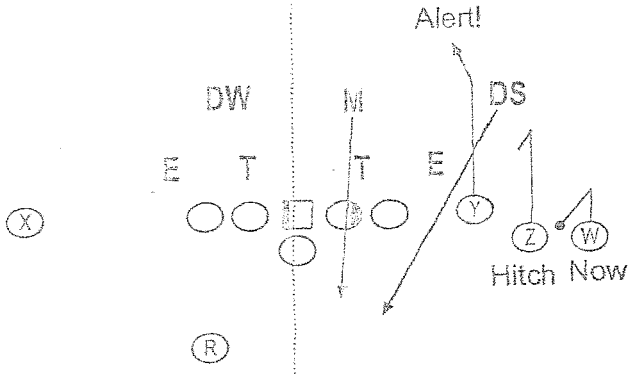
Half Rt vs 2 Strong



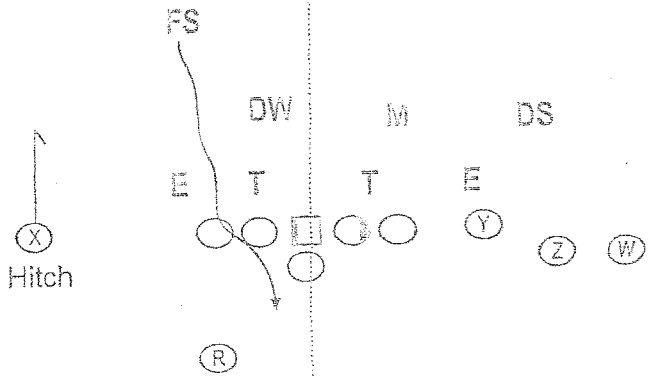
Trips Rt vs 2 Weak



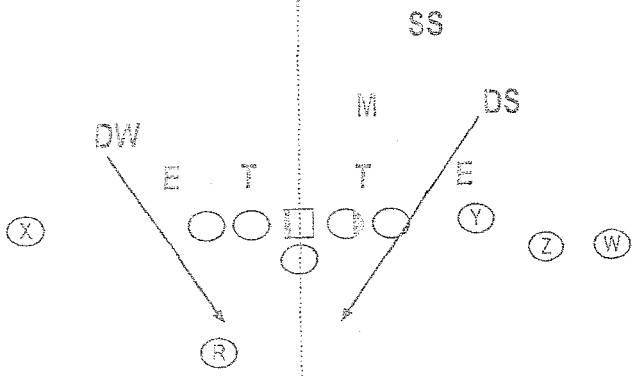
Trips Rt vs 2 Strong



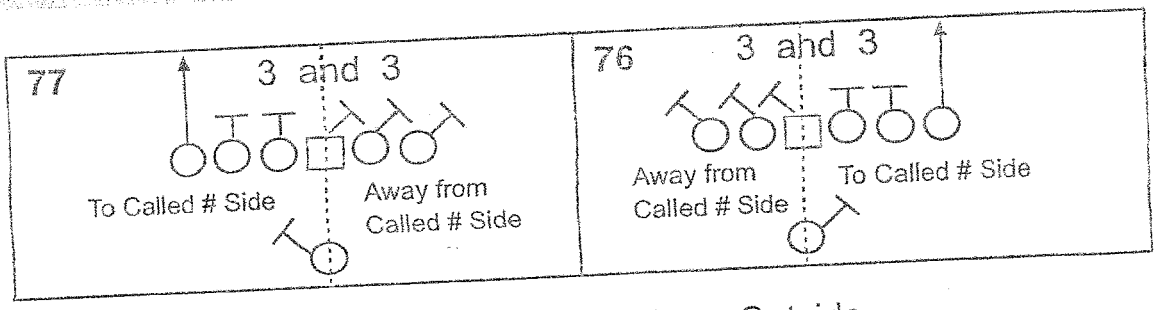
Trips Rt vs 1 Weak



Trips Rt vs 1 Each Side No Adjustments



SUB PROTECTION (76 / 77)



-RB Blocks 1st Blitzer To Called # to Scan Outside
- OL Blocks 1 Blitzer Away from Called # Side to Scan Outside

QB CAlls: "SUB" = SUB Rules (denotes substituted defense)
"4 Down" Denotes 4 DL - 3 LB - 4 DB (Regular)
"3 Down" Denotes 3 DL - 4 LB - 4 DB (Regular)
'5 Down" Denotes Bear Front (OC / Both OG's Covered) - Base Rule
"BAT" Denotes 4 DL (Over or Under) and BAT is 4th DL

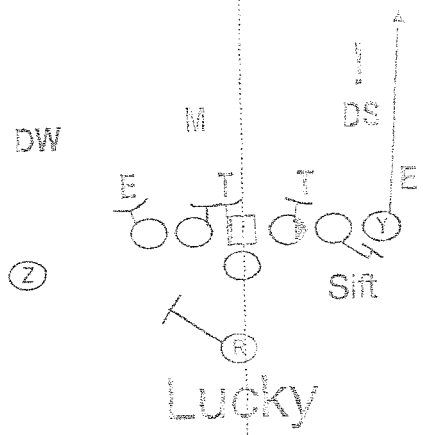
"LUCKY / RINGO" call by QB:
Both Blocker and Back work in direction called
LUCKY = Left
RINGO = Right
*QB will Identify LB'er Jersey # he wants OL to Block.

"SOLO" call by QB:
Solo = Block Base
Solo + 'R/L' = Solo + Dual by Uncovered OL and Back

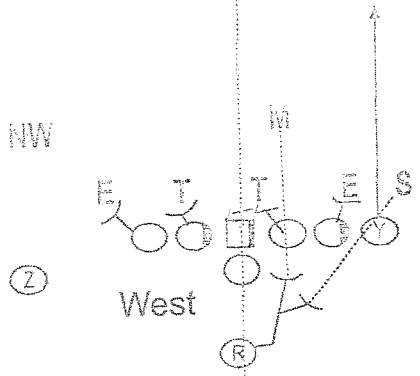
76-77 Scat = Free Release by Back

SUB 76-77

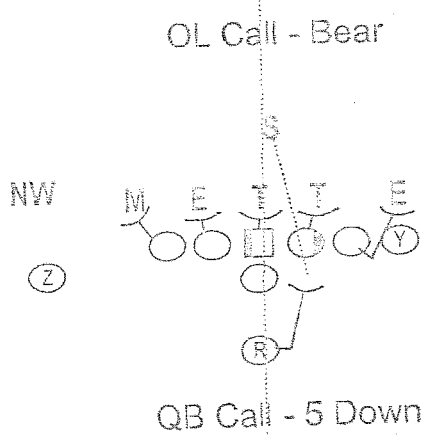
416 Over



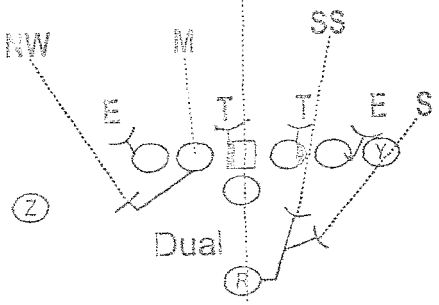
425 Under



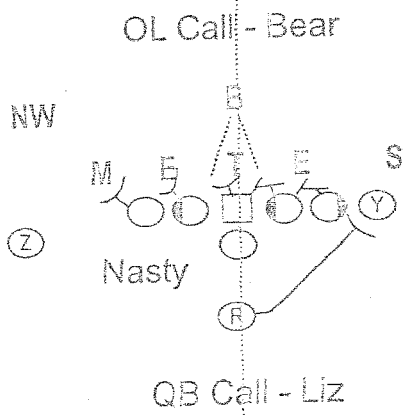
425 - 5 Down



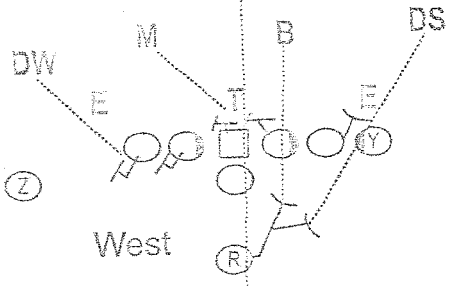
425 SOUT SIN



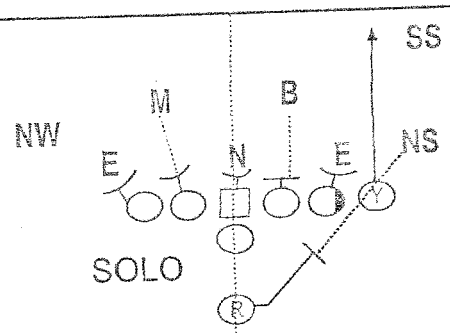
335 - 5 Down



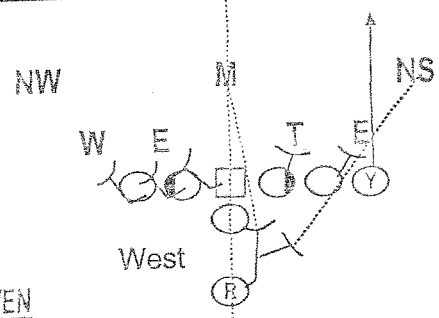
326 - Odd



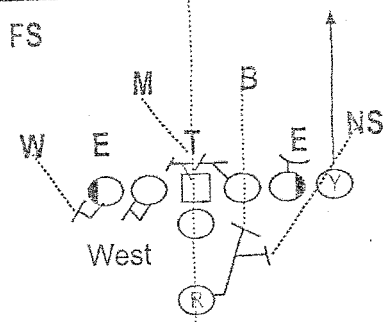
SUB 76/77



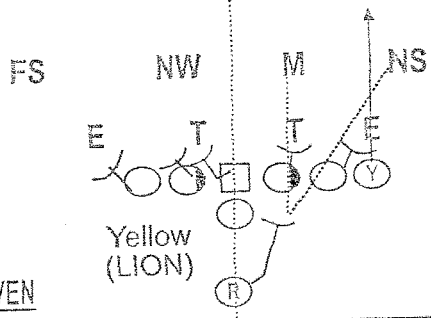
326



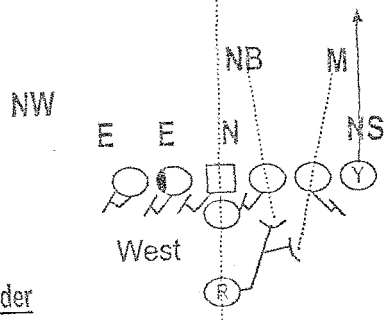
416 EVEN



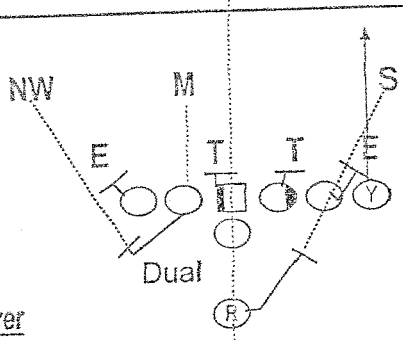
335



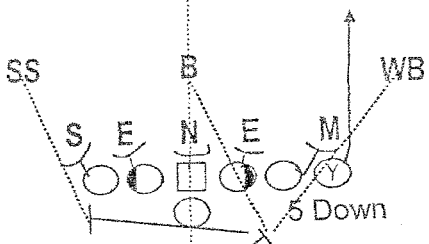
416 EVEN



317 Under

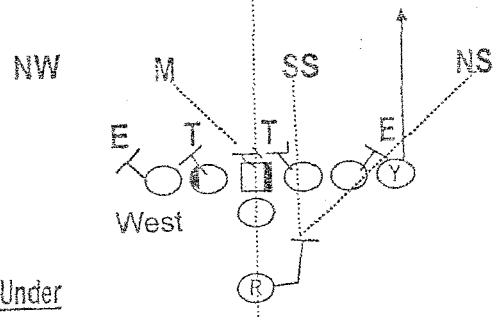


425 Over

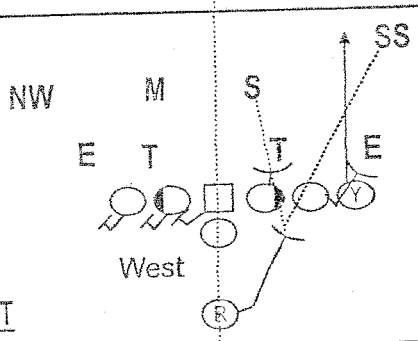


3-3 CUB

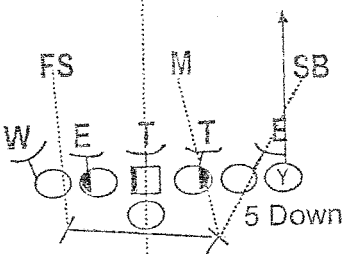
R Check Strong to Weak



416 Under



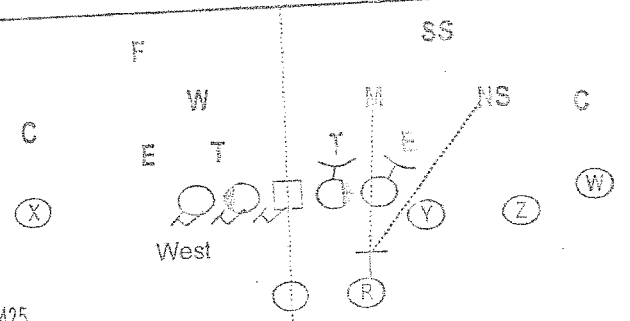
425 GUT



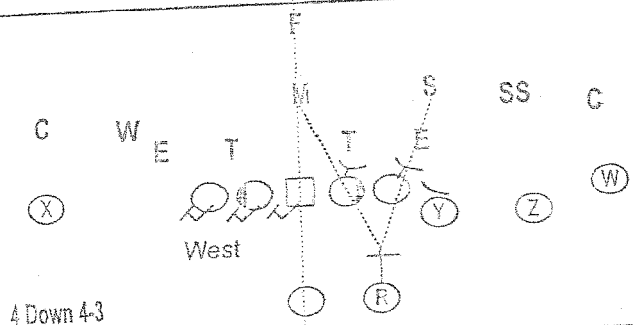
4-2 CUB Strong

R Check Strong to Weak

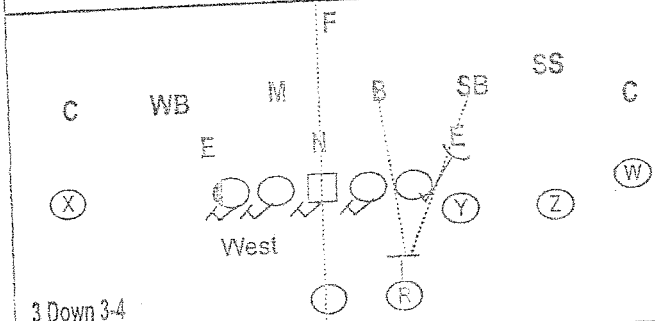
76-77 - Gun Trips Rt Strong



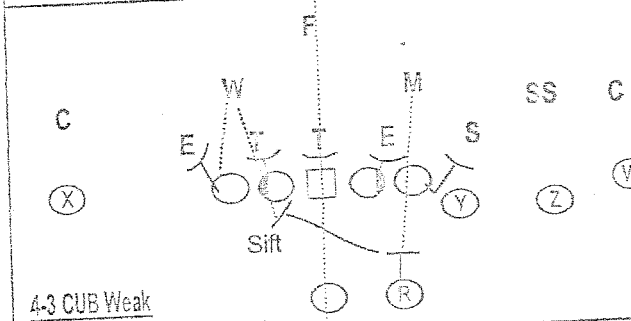
425



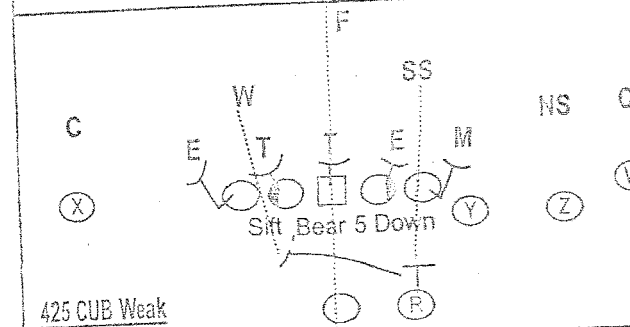
4 Down 4-3



3 Down 3-4

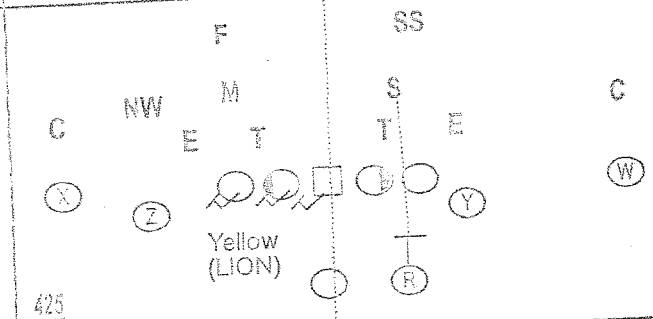


4-3 CUB Weak



425 CUB Weak

76-77 - Gun Half Rt Strong



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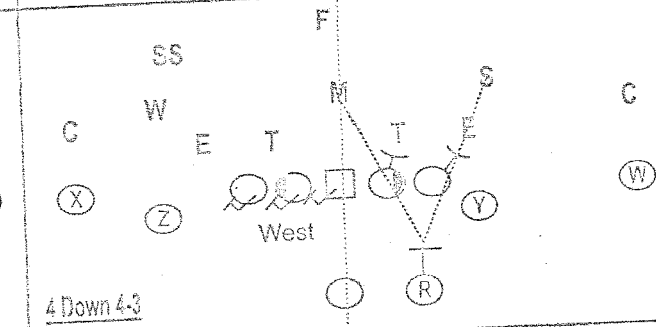
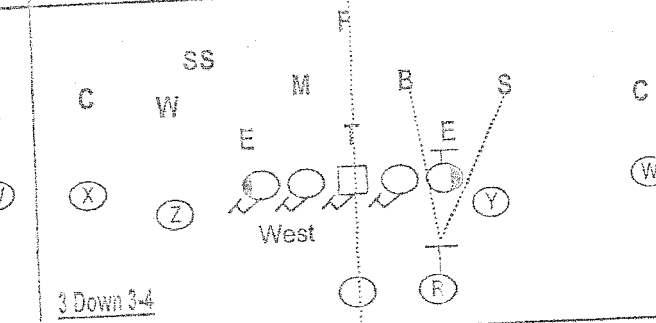
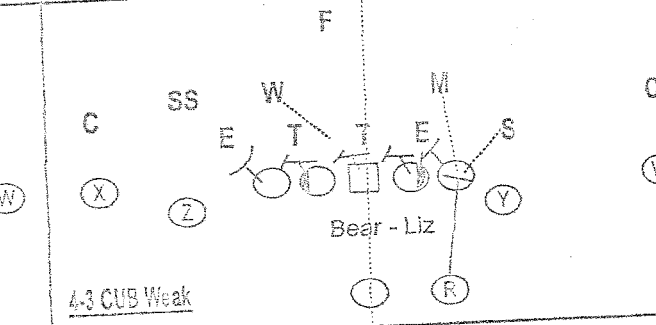


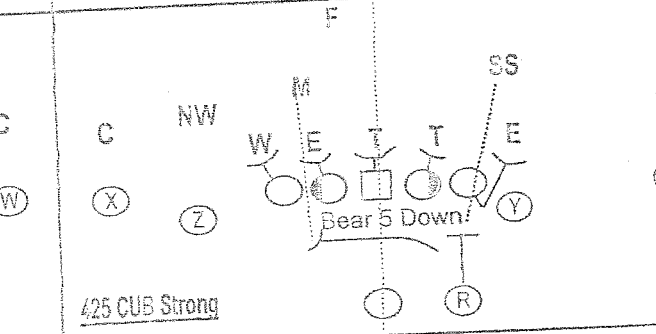
4 Down 4-3



3 Down 3-4



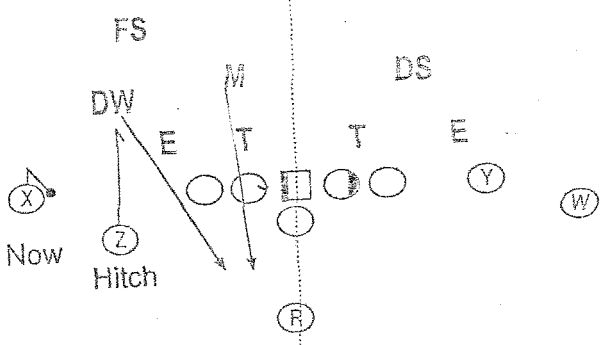
4-3 CUB Weak



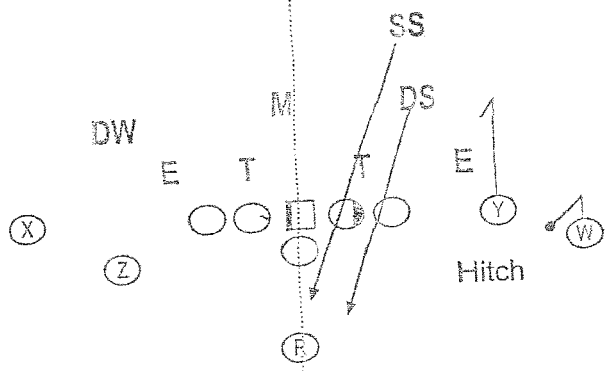
425 CUB Strong

SUB 76-77 Sight Adjustments

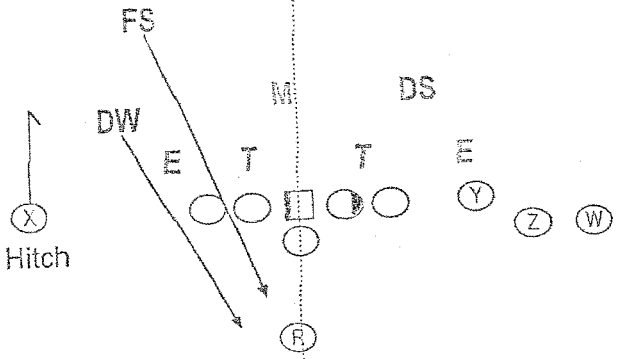
0 Half Rt vs 2 Weak



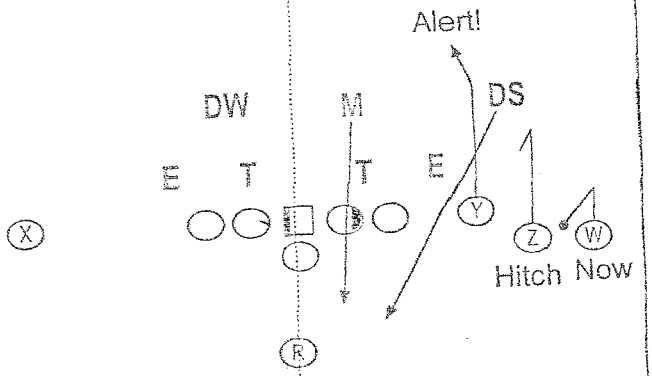
0 Half Rt vs 2 Strong



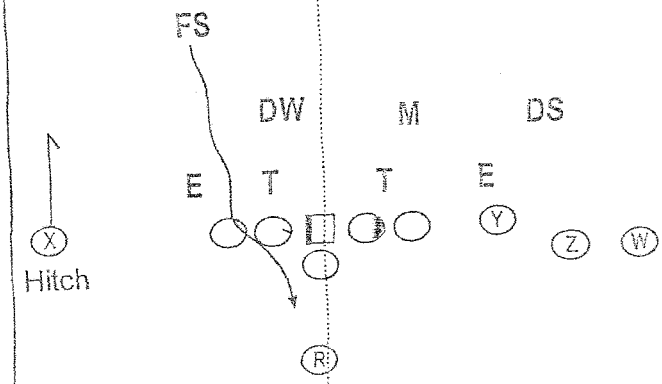
0 Trips Rt vs 2 Weak



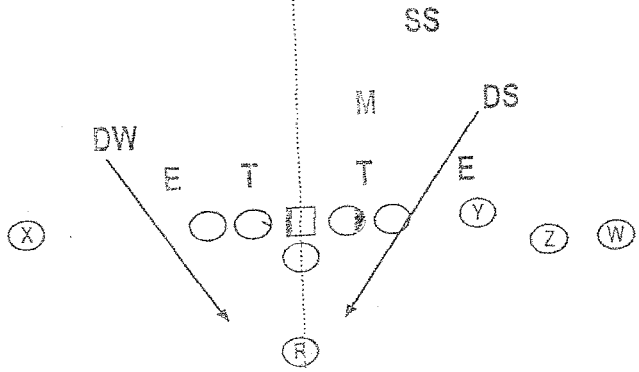
0 Trips Rt vs 2 Strong



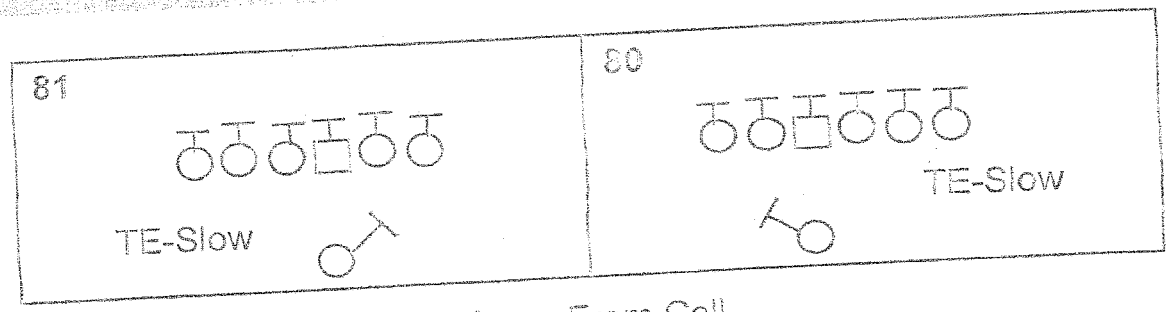
0 Trips Rt vs 1 Weak



0 Trips Rt vs 1 Each Side No Adjustments



SUB PROTECTION (80 / 81)



-Back Blocks Away From Call
-Uncovered OL Block Middle of 3 LB Positions
- TE Slow Blocks #3

QB CALLS: "SUB" = SUB Rules (denotes substituted defense)
Base Rules Sam/Mike/Will
"4 Down" Denotes 4 DL - 3 LB - 4 DB (Regular)
"3 Down" Denotes 3 DL - 4 LB - 4 DB (Regular)
'5 Down" Denotes Bear Front (OC / Both OG's Covered) - Base Rule
"BAT" Denotes 4 DL (Over or Under) and BAT is 4th DL

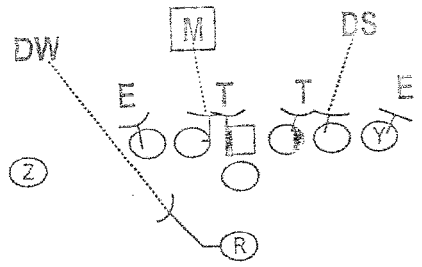
"ROGER/LOUIE" call by QB:
Identifies Middle of 3 LB Positions (Who the OL is working to)

"LUCKY / RINGO" call by QB:
Both Blocker and Back work in direction called
LUCKY = Left
RINGO = Right
*QB will identify LB by Jersey # he wants OL to block (including TE)

"GIANT" call by QB:
2 defenders Strong, 5 defenders Weak
Slides OL to the Same Side as the Back to handle an overload.
(Slide Away from TE)

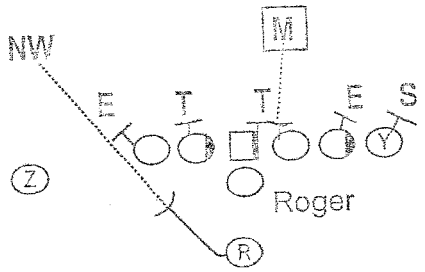
SUB 80-81

416 Over



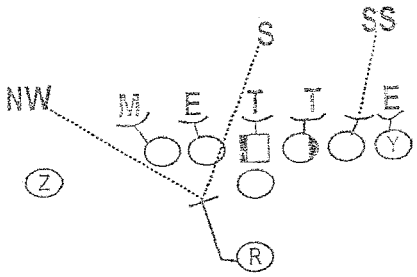
Louie

425 Under



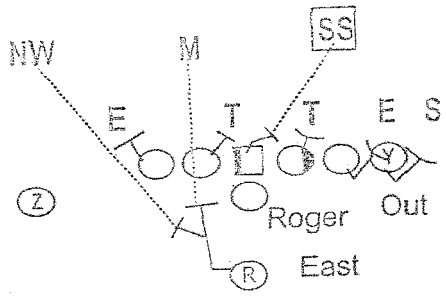
Roger

425 - 5 Down



OL Call - Bear
QB Call - 5 Down

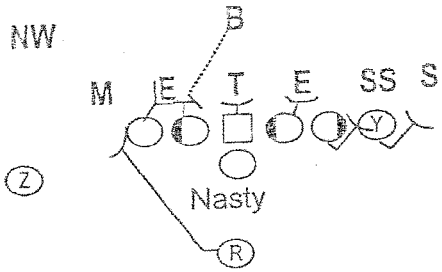
425 SOUT SIN



Roger Out

East

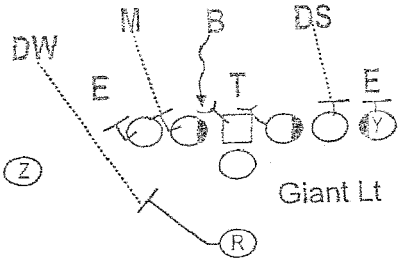
335 - 5 Down



Nasty

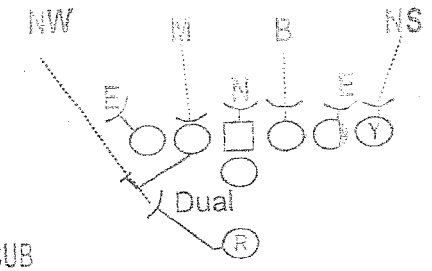
OL Call - Bear
QB Call - Rip

326

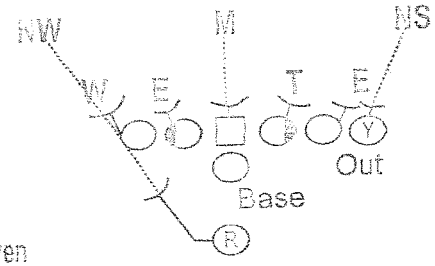


Giant Lt

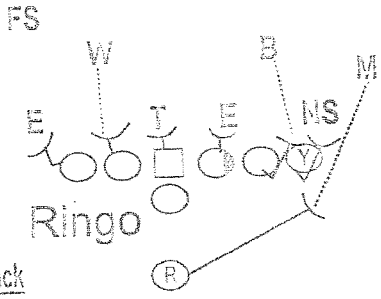
SUB 80 - 81



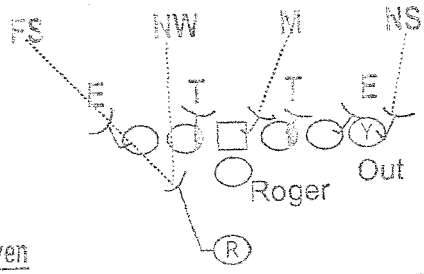
326 SUB



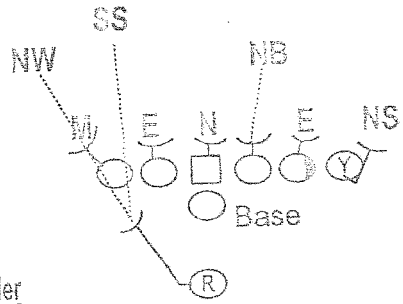
416 Even



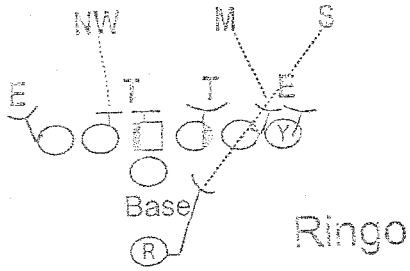
335 Over Stack



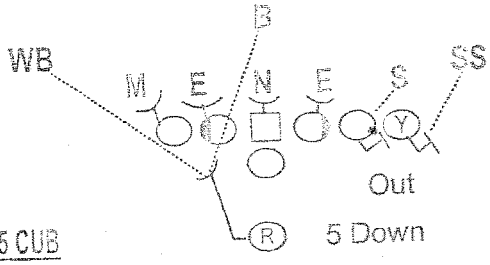
416 Even



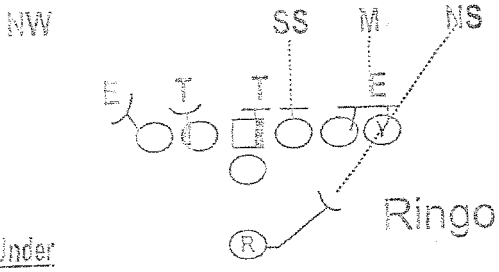
317 Under



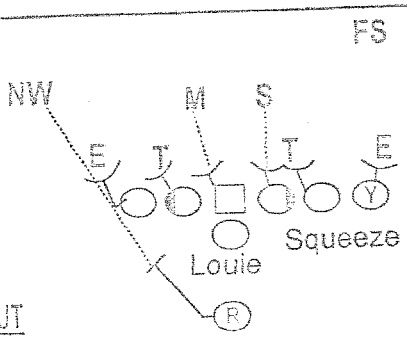
425 Over



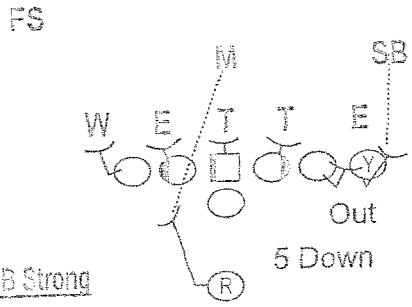
335 CUB



416 Under

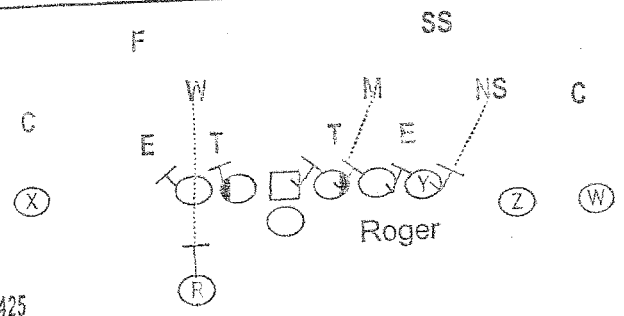


425 GUT



425 CUB Strong

SUB 80/81 - 2 Wider



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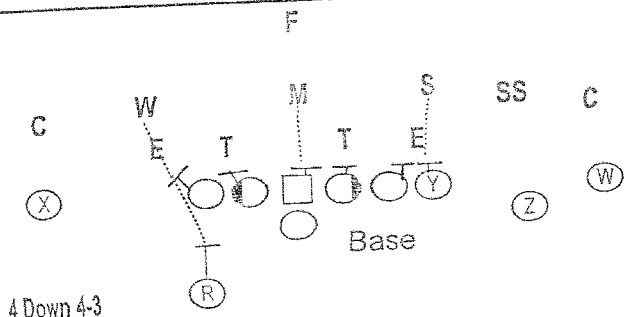
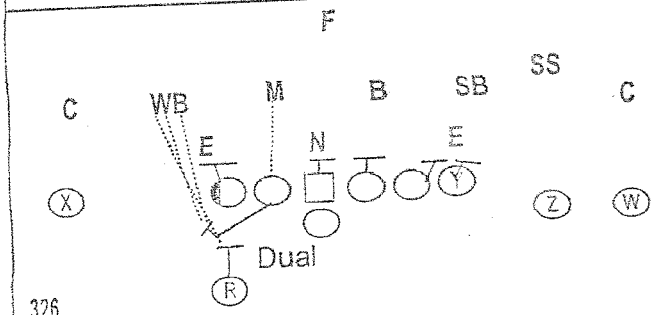
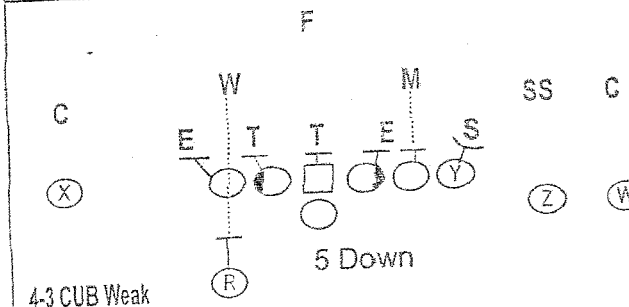


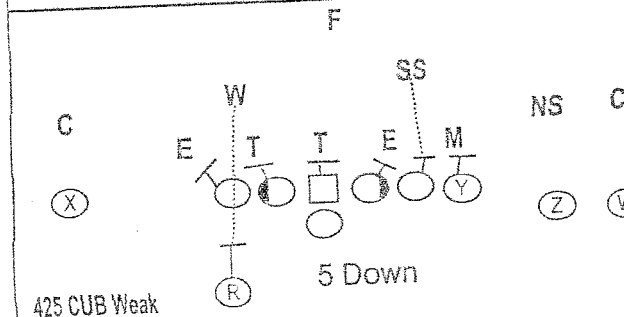
4 Down 4-3



326

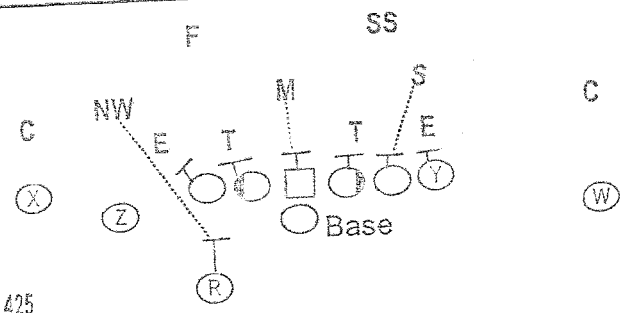


4-3 CUB Weak



425 CUB Weak

SUB 80/81 - 2 Wide Slot



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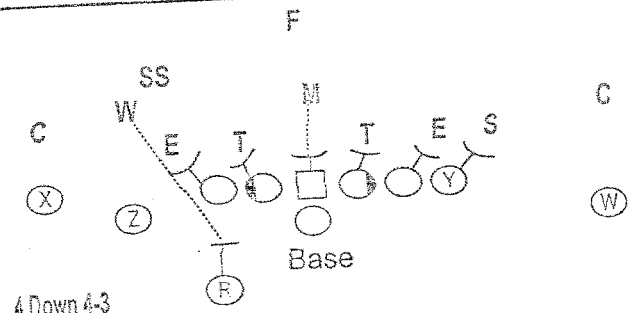
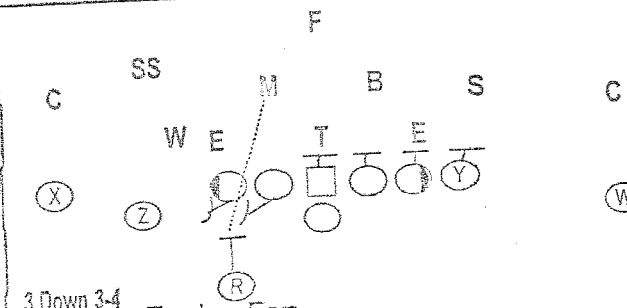
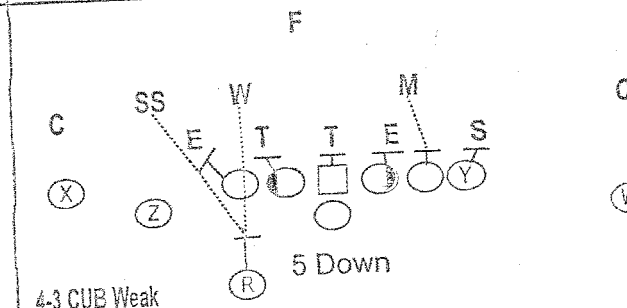


4 Down 4-3

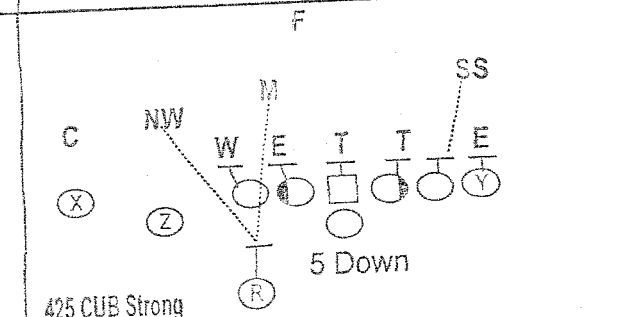


3 Down 3-4

Eagle - Fan

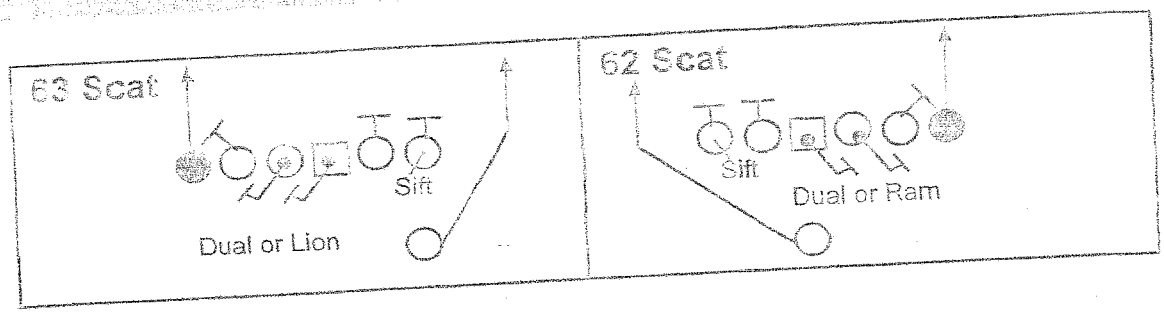


4-3 CUB Weak



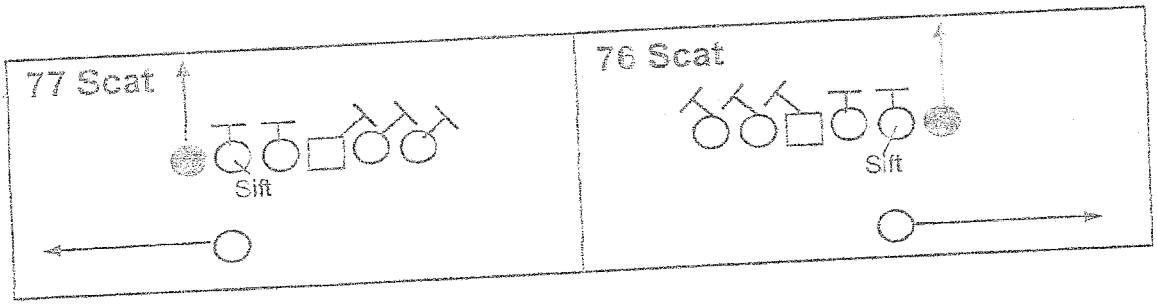
425 CUB Strong

SCAT PROTECTION



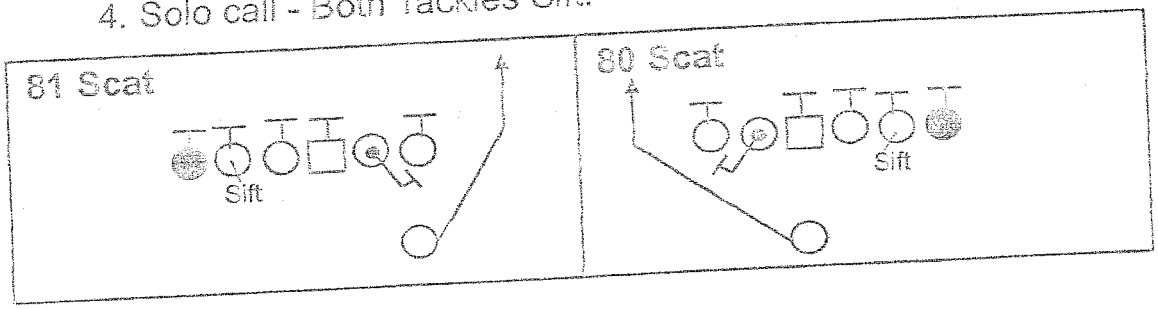
62-63 Scat-

1. The Back responsible for blocking WLB has free release.
   5 Man Protection.
2. O-Line use normal rules. Alert to Lucky- Ringo calls.
3. BST Sift Bubble.



76-77 Scat-

1. The Back responsibleto Double Read Mike-Sam vs 4-3 or Buc-Sam vs 3-4 has free release. 5 Man Protection.
2. O-Line use normal rules except FST Sift.
3. Alert to Lucky- Ringo calls. BST Sift Bubble.
4. Solo call - Both Tackles Sift.

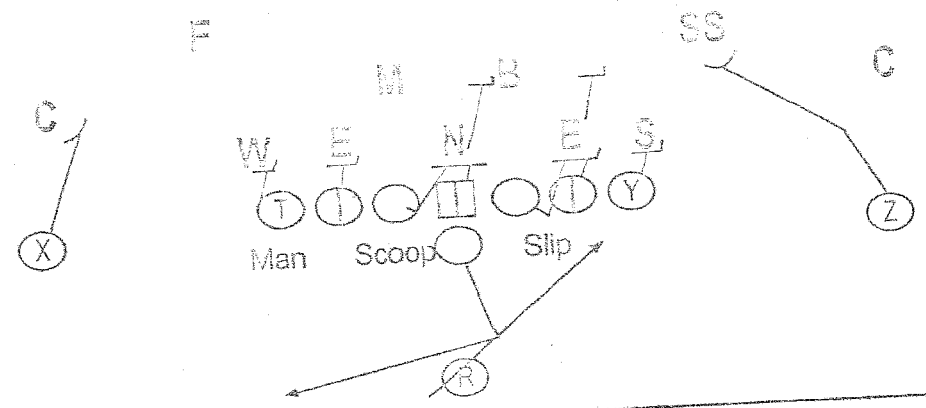


80-81 Scat-

1. The Back responsible for blocking WLB has free release.
   5 Man Protection.
2. O-Line and TE use normal rules.
3. BSG Dual Gd Bubble.
4. Alert to Lucky- Ringo calls. BST Sift.

RIDE 38-39 SLASH

34 Walk



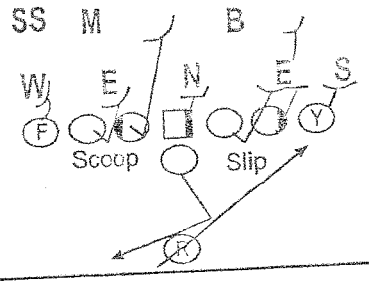
0 ON

Concept: Slash Blocking Scheme that stretches the defense from a 1-Backset. O-Line will use the defense's momentum to create an alley. can be a Directional play going away from Safety, or to 3 technique.

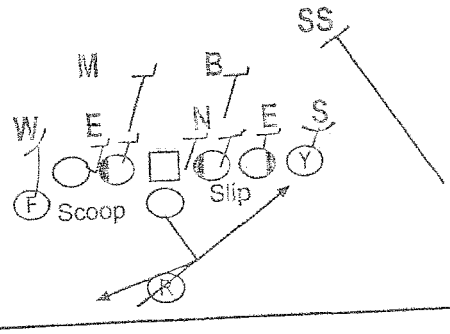
Z	Block Force
Y	Block Man Over #3. Man Triple Out
FRONTSIDE TACKLE	Block Man Over #2. Slip Triple
FRONTSIDE GUARD	Block Man Over #1. Slip Bump
CENTER	Block Man Over #0. Slip Bump Scoop Slug Dumbo
BACKSIDE GUARD	Block Man Over #1. Scoop Slug Dumbo
BACKSIDE TACKLE	Block Man Over #2. Sift Scoop Dumbo
X	Block Running Lane
QB	Front Out 4 O'Clock Sprint to BC as deep as possible. Boot Away.
BS Y/FB/T	Block Man Over #3. Man Moon Danger Hi-Lo
RB	Dropstep, Pivot. Aiming Point Inside Leg of TE

RIDE 38-39 SLASH

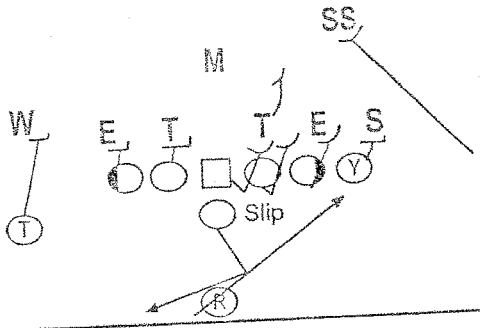
34 Under



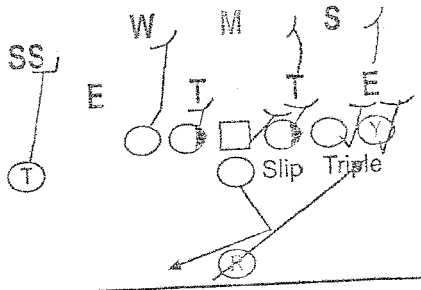
34 / 44



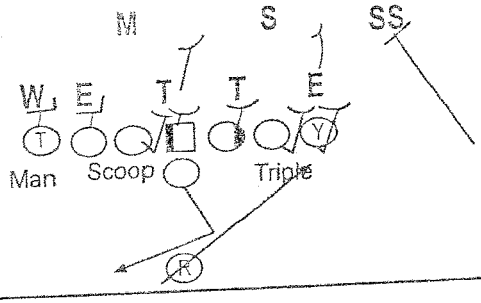
43 Walk



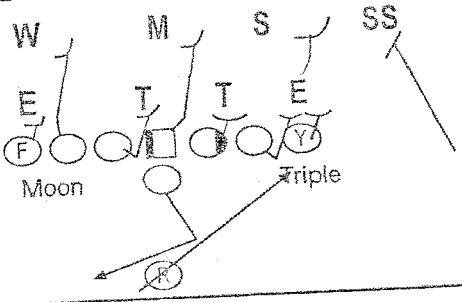
43 Stack



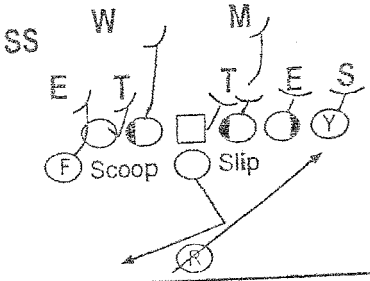
43 OV STK



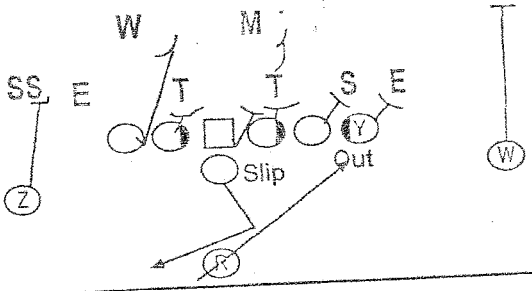
43 OV STK WIN



44 STG

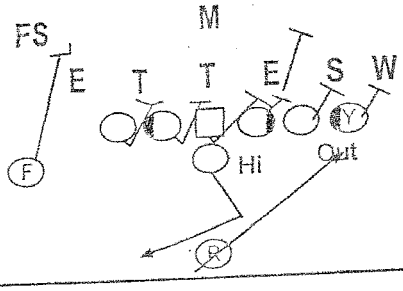


44 STG SAM SW

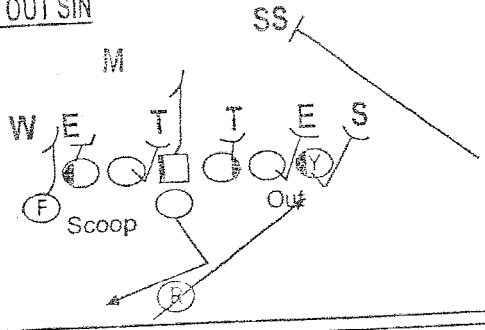


43 CUB WK

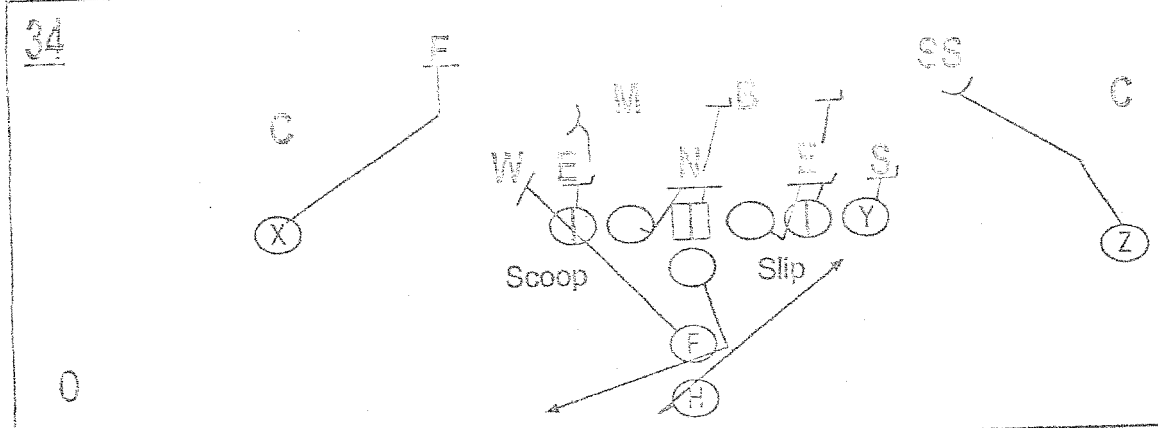
Alert Audible OUT



OV STK SAM OUT SIN



RIDE 38-39 DIVIDE

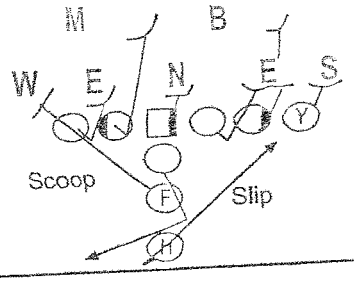


Concept: Slash Blocking Scheme that stretches the defense with Divide Action. O-Line will use the defense's momentum to create an alley.

Z	Block Force
Y	Block Man Over #3. Man Triple
FRONTSIDE TACKLE	Block Man Over #2. Slip Triple Straight
FRONTSIDE GUARD	Block Man Over #1. Slip Bump
CENTER	Block Man Over #0. Slip Bump Scoop Slug Dumbo
BACKSIDE GUARD	Block Man Over #1. Scoop Slug Dumbo
BACKSIDE TACKLE	Block Man Over #2. Sift Scoop Dumbo
X	Block Running Lane
QB	Front Out Get Ball deep to HB. Boot Away.
FB	Block Backside EMOL when "Divide" term is used.
HB	Dropstep, Pivot. Aiming Point Inside Leg of TE

RIDE 38-39 DIVIDE

34 Under



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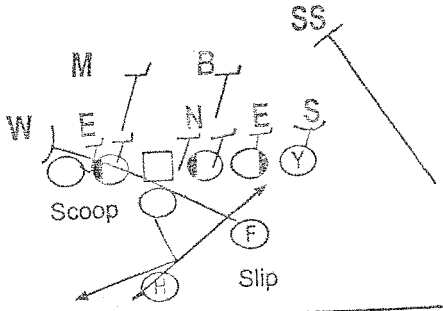

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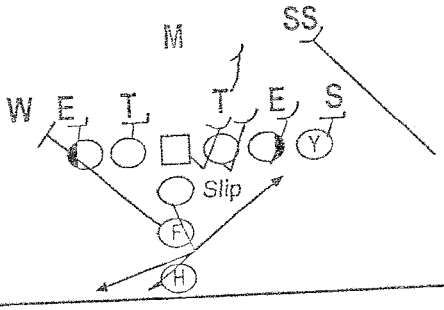

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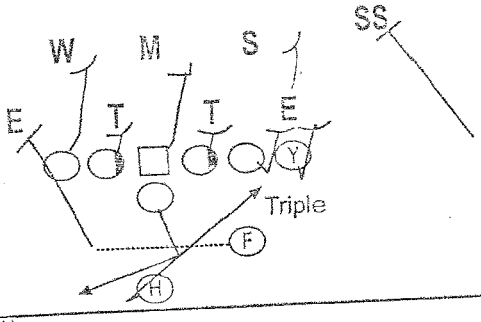
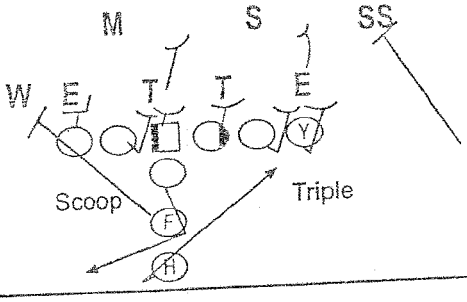
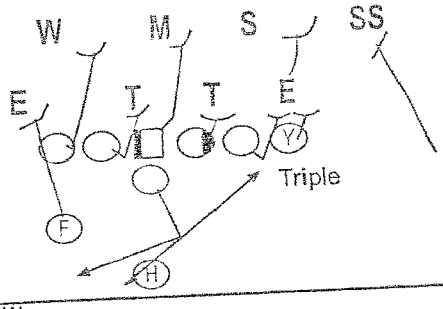


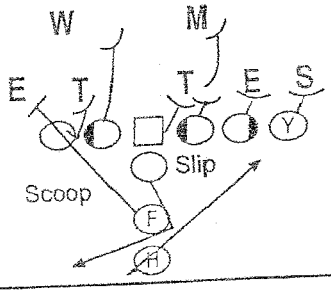
43 OV STK



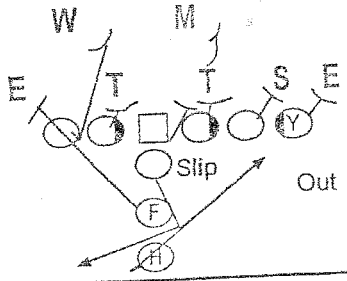
43 OV STK WIN



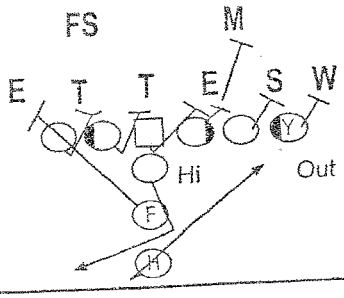
44 STG



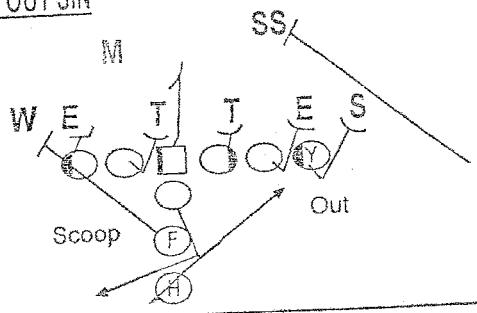
44 STG SAM SW



43 CUB WK

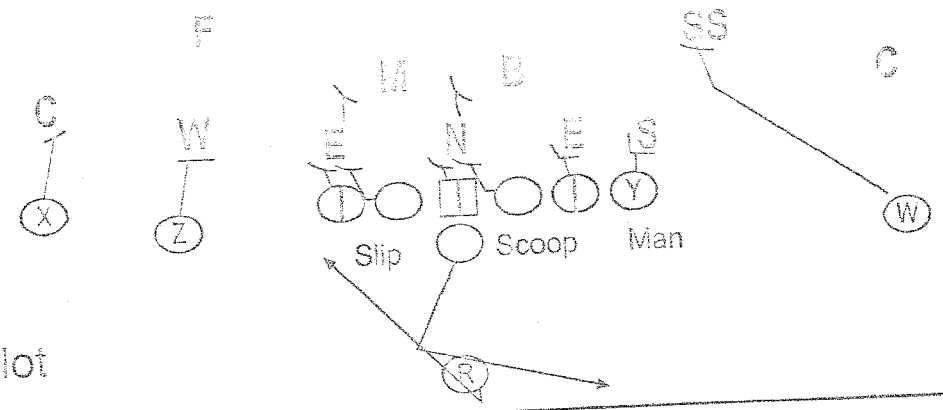


OV STK SAM OUT SIN



(Pkg) RIDE 39-38 BLUNT

34



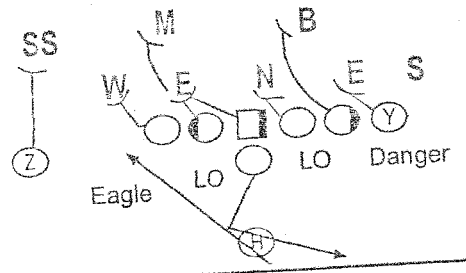
0 Wide Slot

Concept: 1-Back Slash Blocking Scheme that stretches the defense away from the TE.
Audible vs an Overhang. Package with Strongside Run or Pass.

Z	Block Man On.
Y	Block Man Over #3. Moon Danger Alert Hi - Lo
FRONTSIDE TACKLE	Block Man Over #2. Do Not Count man over detached Receiver Make Hi-Lo Call vs Overload Slip
FRONTSIDE GUARD	Block Man Over #1. Bump Slip Dumbo Hi-Lo
CENTER	Block Man Over #0. Slip Bump Scoop Slug Hi-Lo vs 4 Man Overload
BACKSIDE GUARD	Man Over #1 Scoop Slug Hi-Lo Danger
BACKSIDE TACKLE	Man Over #2 Scoop Slug Man Moon Danger Hi-Lo
X	Block Man On
QB	Front Out Get Ball deep to HB. Boot Away.
W	Block Running Lane
HB	Dropstep, Pivot. Aiming Point Inside Leg of Ghost TE

RIDE 39-38 BLUNT

34 Under



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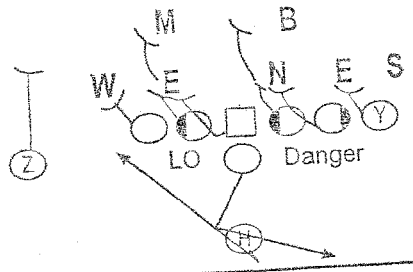

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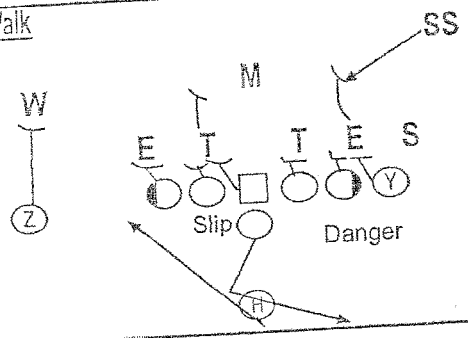

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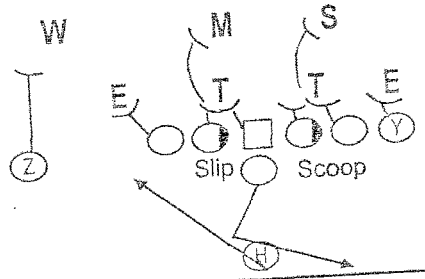
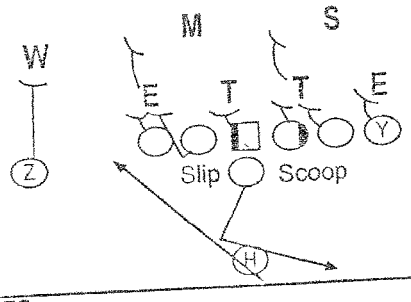
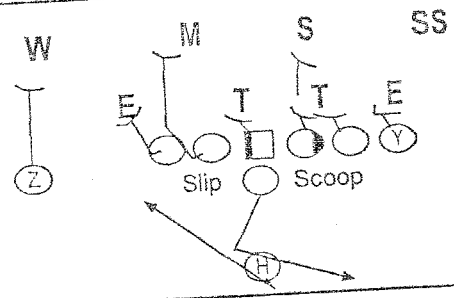


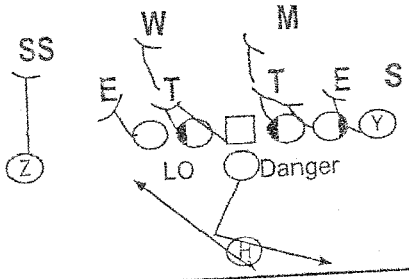
43 OV STK



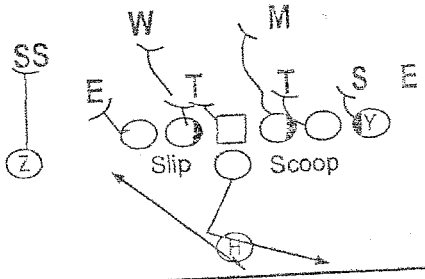
43 OV STK Walk



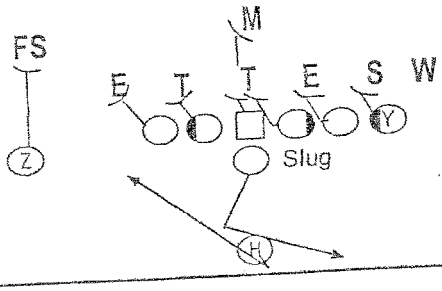
44 STG



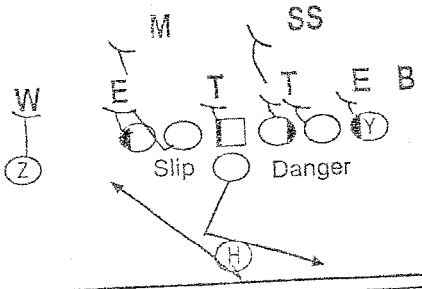
44 STG SAM SW



43 CUB WK

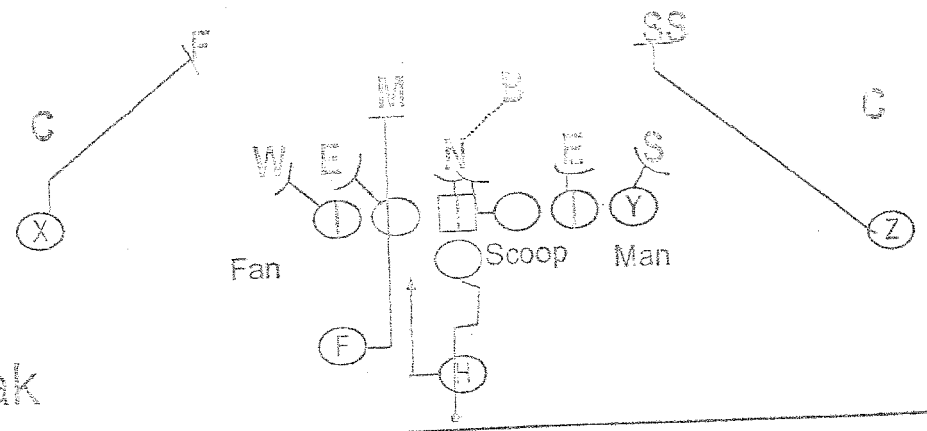


OV STK SAM OUT SIN



H - 45/44 LEAD

34



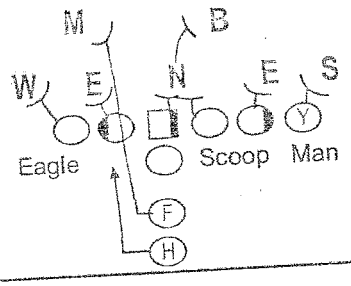
0 Weak

Concept: Weakside Lead Draw Concept. (Bob Blocking)
Automatic Eagle Adjustment
43 Rules- OL/TE - Block 4 DL + Mike + Sam
34 Rules- OL/TE - Block 4 DL + Mac/Buc/Sam Alert "Eagle"
FB Blocks WLB

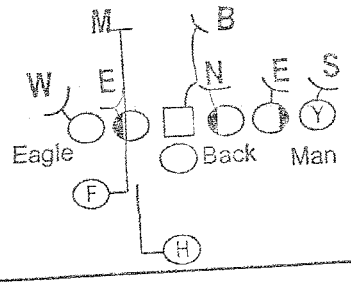
Z	Block Running Lane.
Y	Block Sam LB Alert Man Call if Sam too far Inside, Block #3
FRONTSIDE TACKLE	Big on Big. Eagle adjust 34 Defense #2 on LOS (Gameplan) (Hip Tap)
FRONTSIDE GUARD	Big on Big. Eagle adjust 34 Defense #1 on LOS (Hip Tap)(Gameplan) Slip Man
CENTER	Big on Big. Make calls to Block 2nd LB position Callside. Scoop Fold Man
BACKSIDE GUARD	Big on Big. Scoop Fold Man
BACKSIDE TACKLE	Big on Big. Block DE Slip Man Danger
X	Block Force
QB	Show 5 step drop and give ball to Ball Carrier.
FB	Slide Step, key man over FST, block play side LB. Alert Eagle Adjust, Hip Tap by OT
BC	Slidestep to Mesh Point, key man over FST to next down man Inside

H 45-44 LEAD

34 Under



34 / 44



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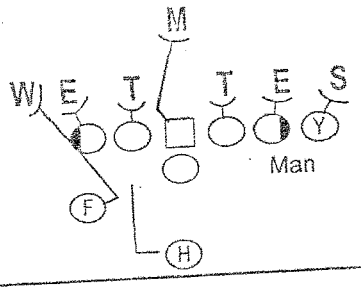

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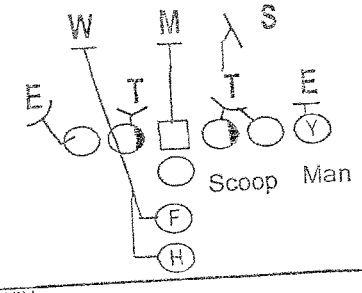

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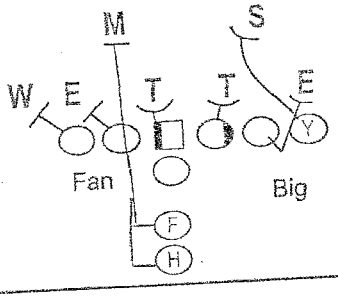

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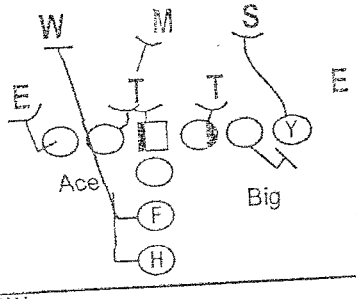

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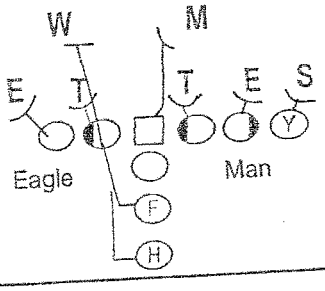
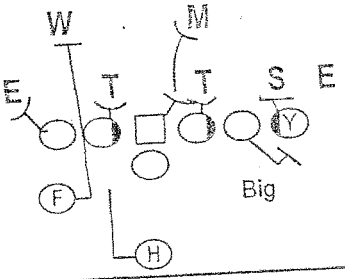
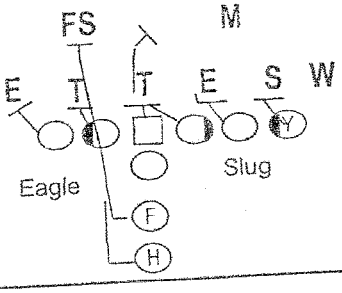


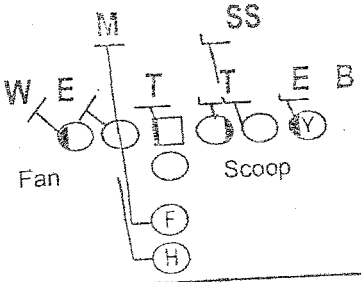
44 STG SAM SW



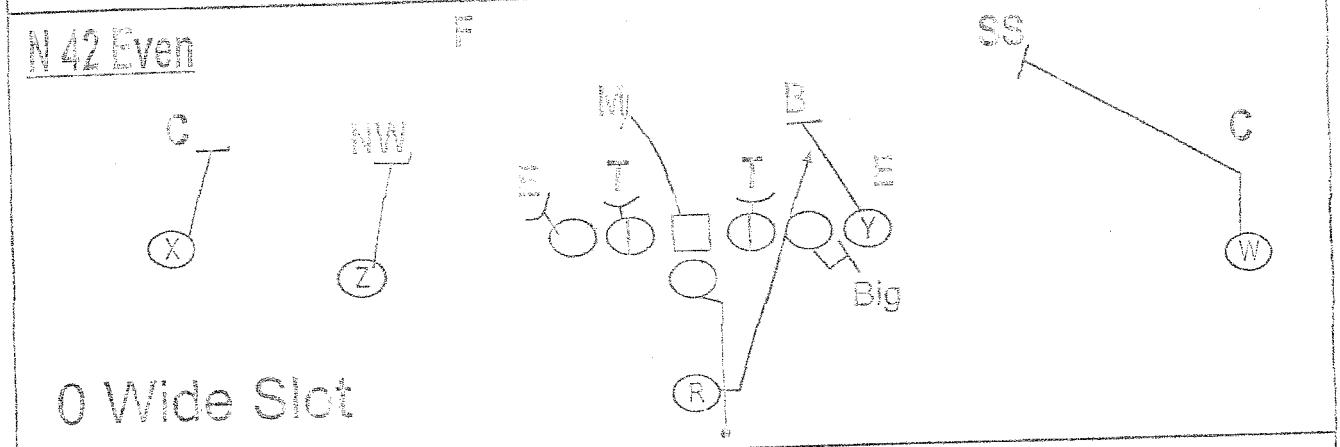
43 CUB WK



OV STK SAM OUT SIN



40/41 TED



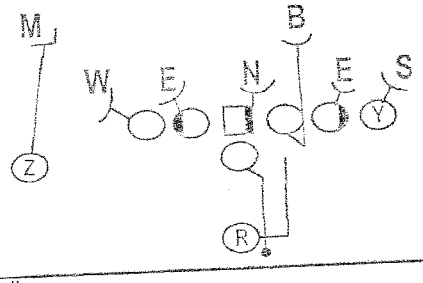
0 Wide Slot

Concept: Single Back Draw to TE side. Only good vs 6 in the Box. Check Pass vs 7 in Box. OL has Big on Big Concept and TE has 1st LB position. (Max Splits)

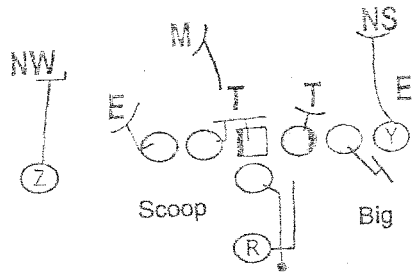
Z	Block Man ON
Y	Block Sam LB. If Stacked, Big Call. If Sam too far Inside, Man Call, Block #3
FRONTSIDE TACKLE	Big on Big Block DE. Alert Deuce/Ed Man Danger Note: Be sure TE knows who Mike is
FRONTSIDE GUARD	Big on Big Deuce/Ed Ace Fold X Note: Be sure TE knows who Mike is
CENTER	Big on Big Make calls to block 2nd LB Position in 4 Down looks Possible Fold or Scoop vs 3 Down Looks, Slug Man Note: ID Mike - Make Sure TE is aware
BACKSIDE GUARD	Big on Big Slip Man Fold X
BACKSIDE TACKLE	Big on Big Sift #3 LB Position
X	Block Man On
QB	Show 5 step drop and give ball to ball carrier
W	Block Force
RB	Drawset; Draw read 1st man past Center

40-41 TED

34 Under



416 Over



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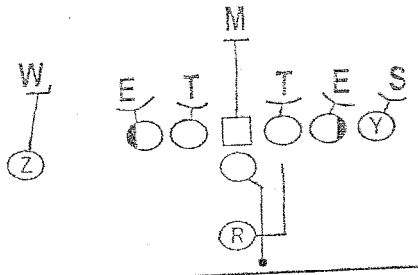
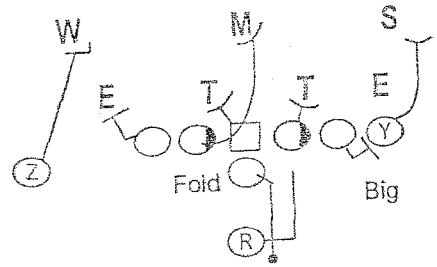


43 Stack



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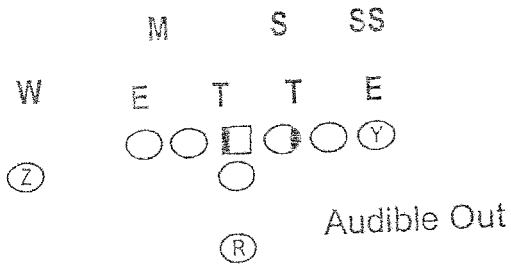
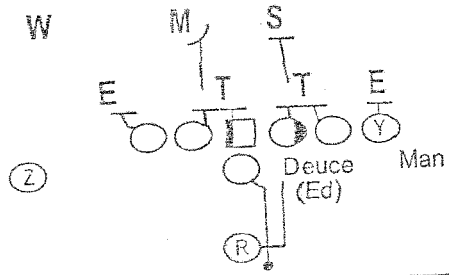
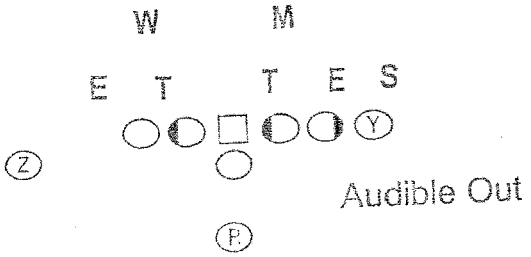


43 OV STK WIN



44 STG



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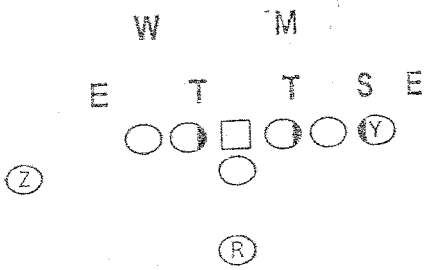
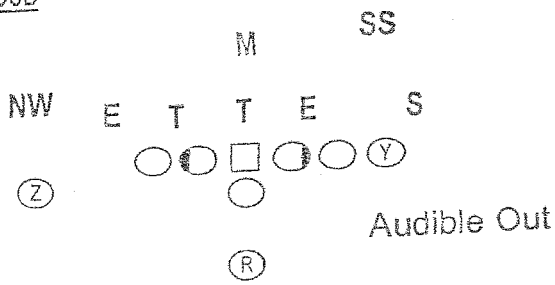
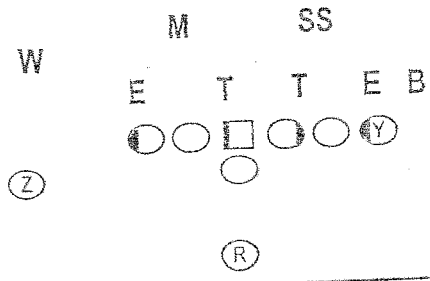


416 CUB



OV STK SAM OUT SIN



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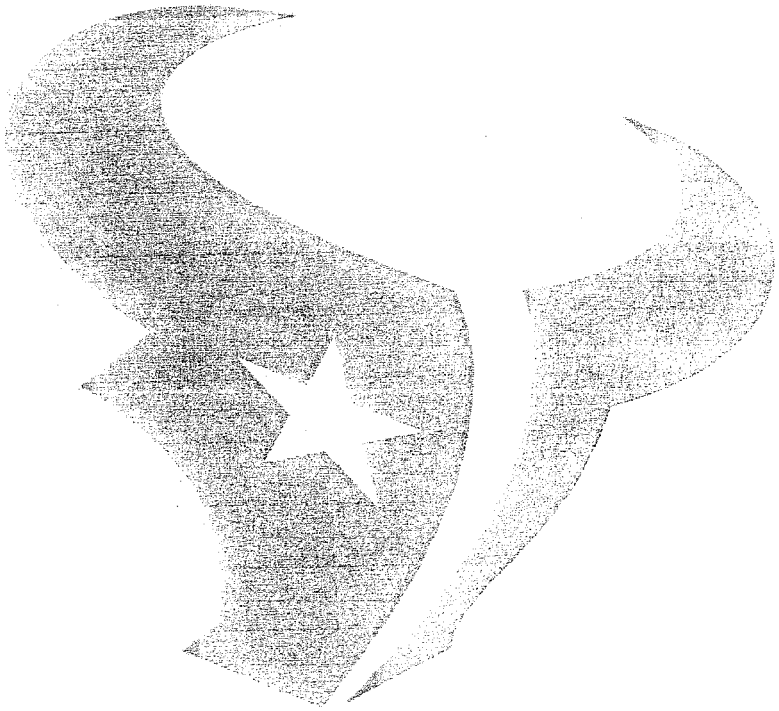
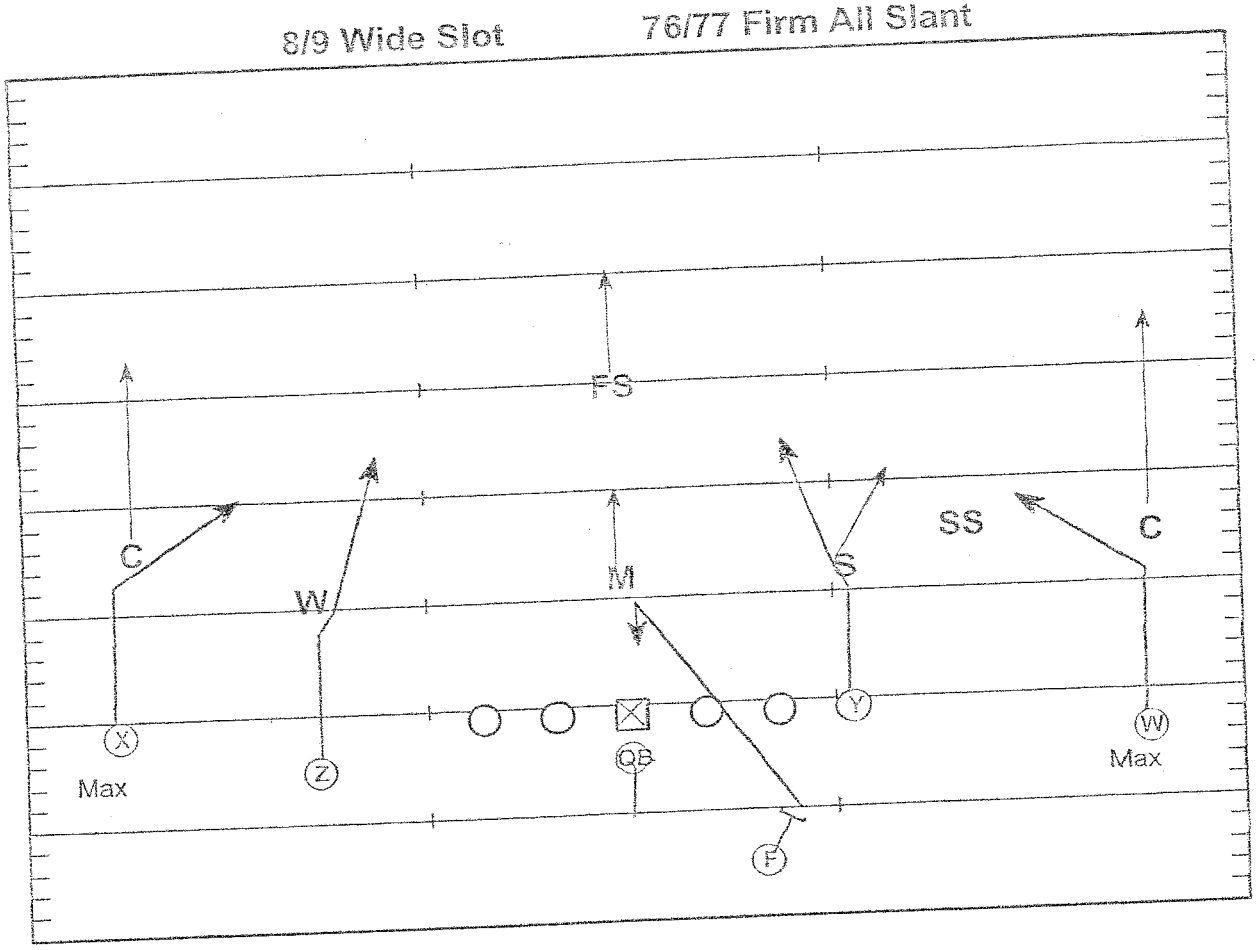
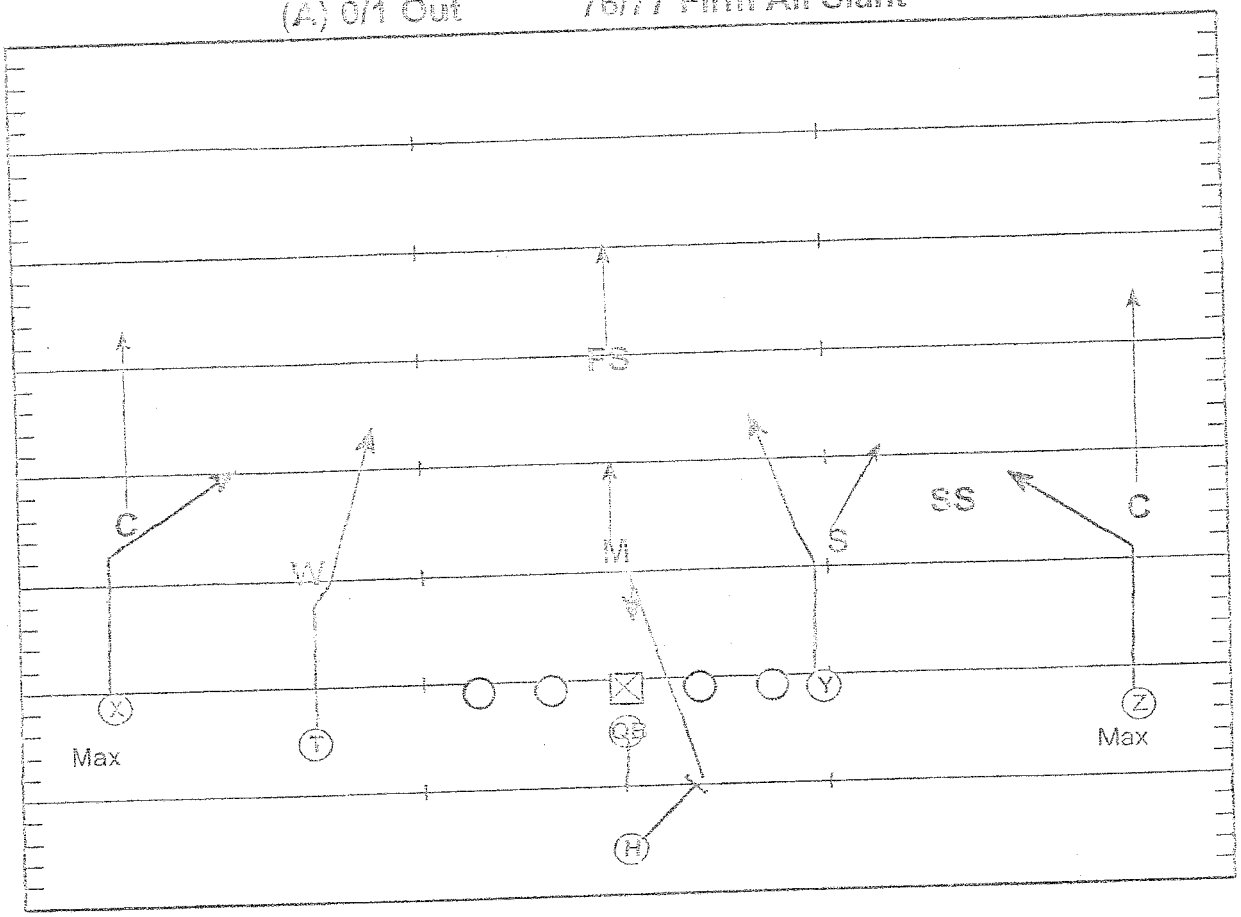


Pass Game

8/9 Wide Slot 76/77 Firm All Slant

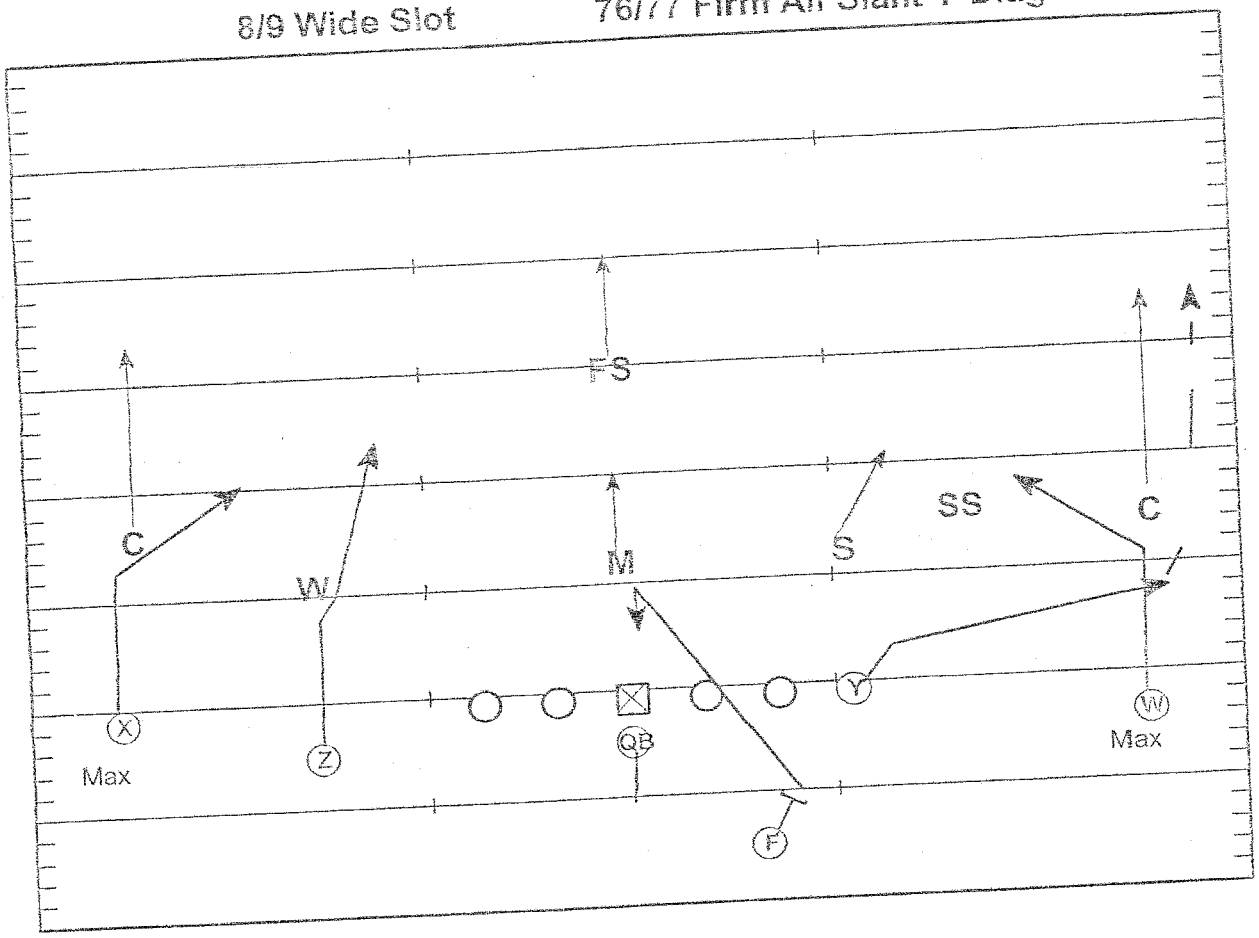


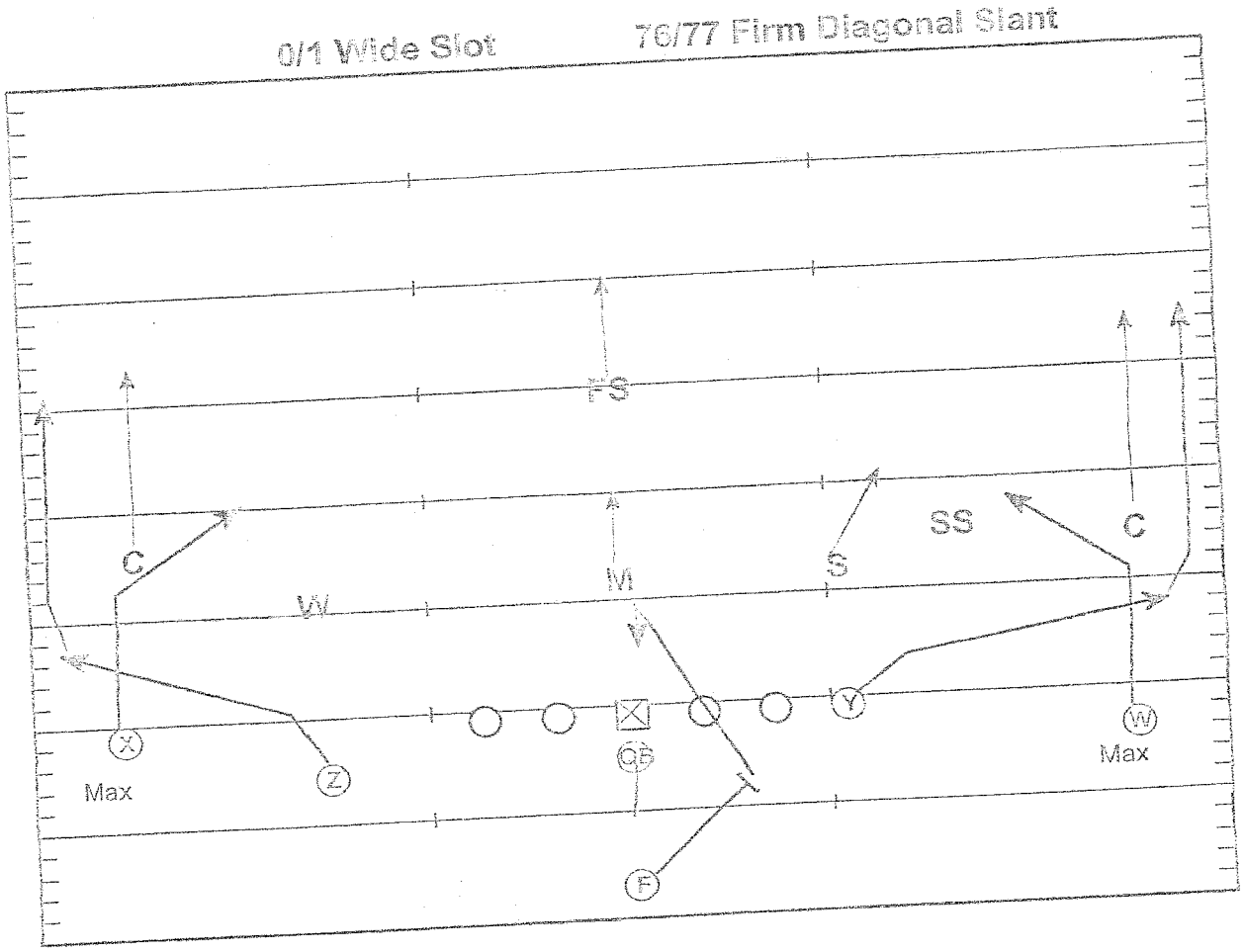
(A) 0/1 Out 76/77 Firm All Slant



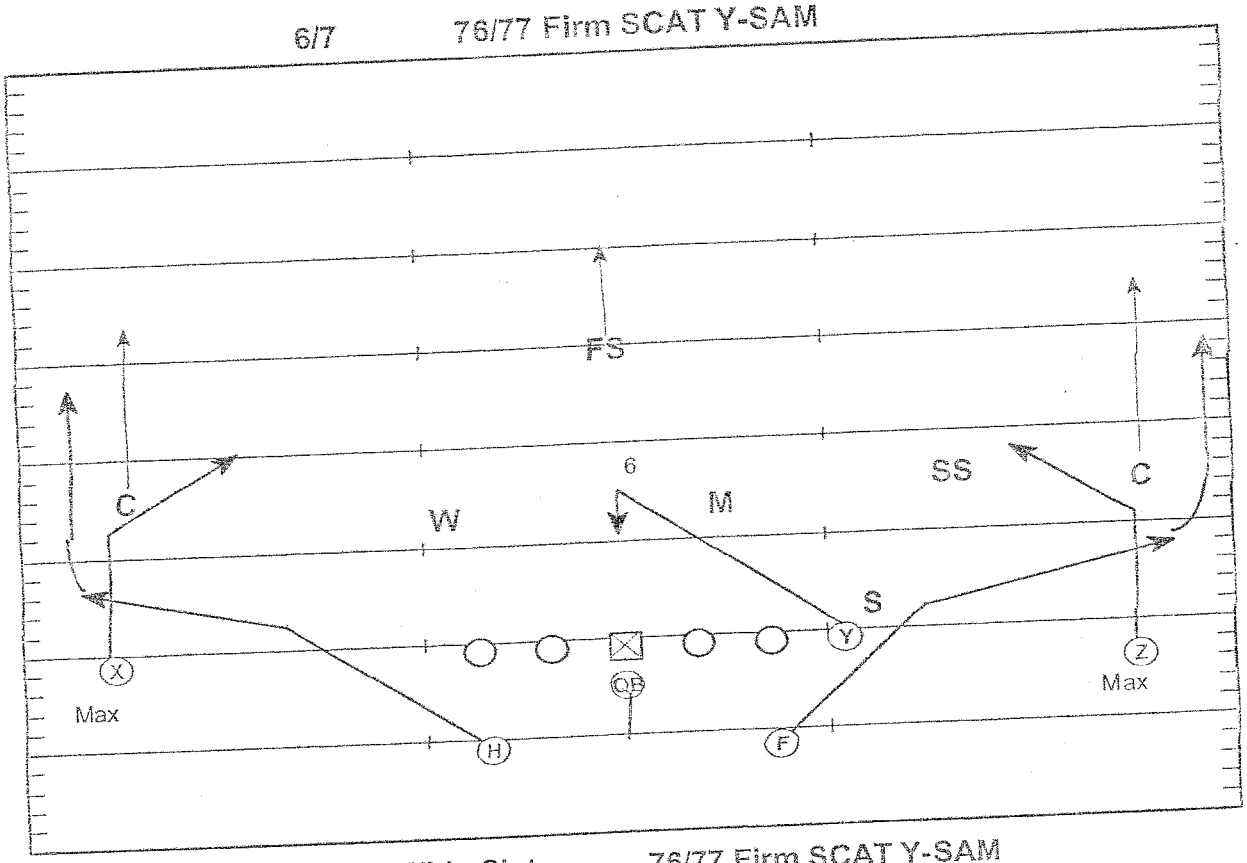
8/9 Wide Slot

76/77 Firm All Slant Y-Diagonal

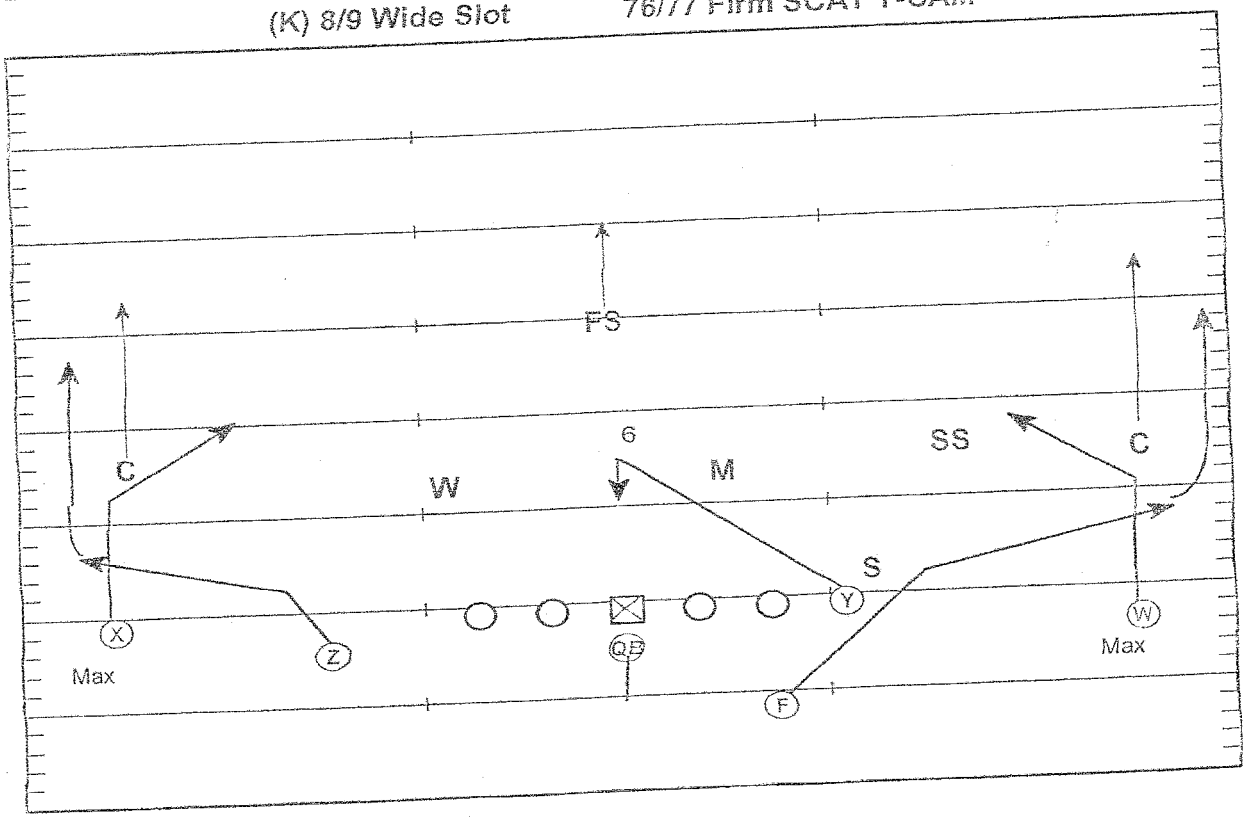



0/1 Wide Slot
76/77 Firm Diagonal Slant
FS
SS
C
C
S
M
W
X
Max
Z
QB
Y
W
Max
F

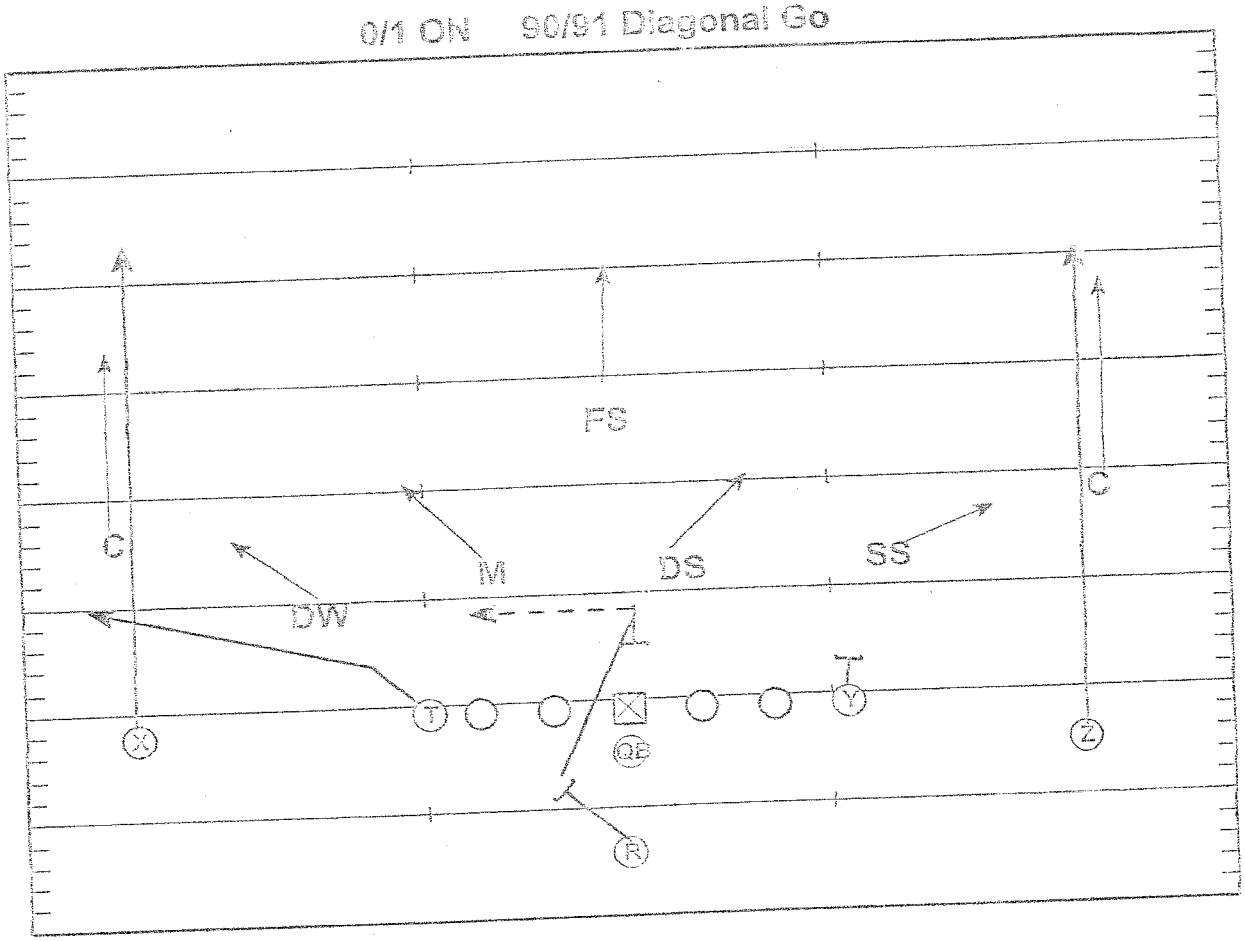
6/7 76/77 Firm SCAT Y-SAM



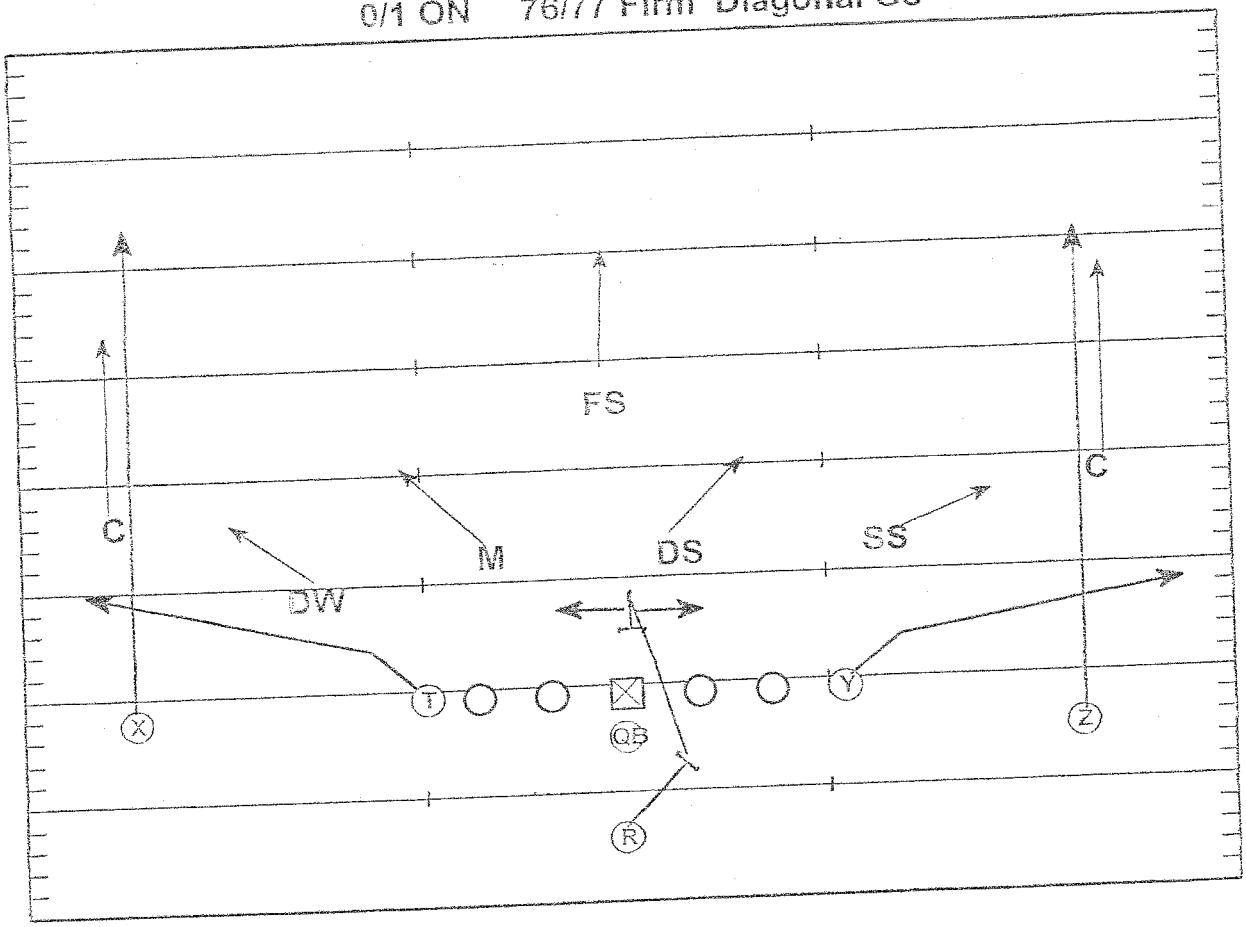
(K) 8/9 Wide Slot 76/77 Firm SCAT Y-SAM



0/1 ON 90/91 Diagonal Go



0/1 ON 76/77 Firm Diagonal Go



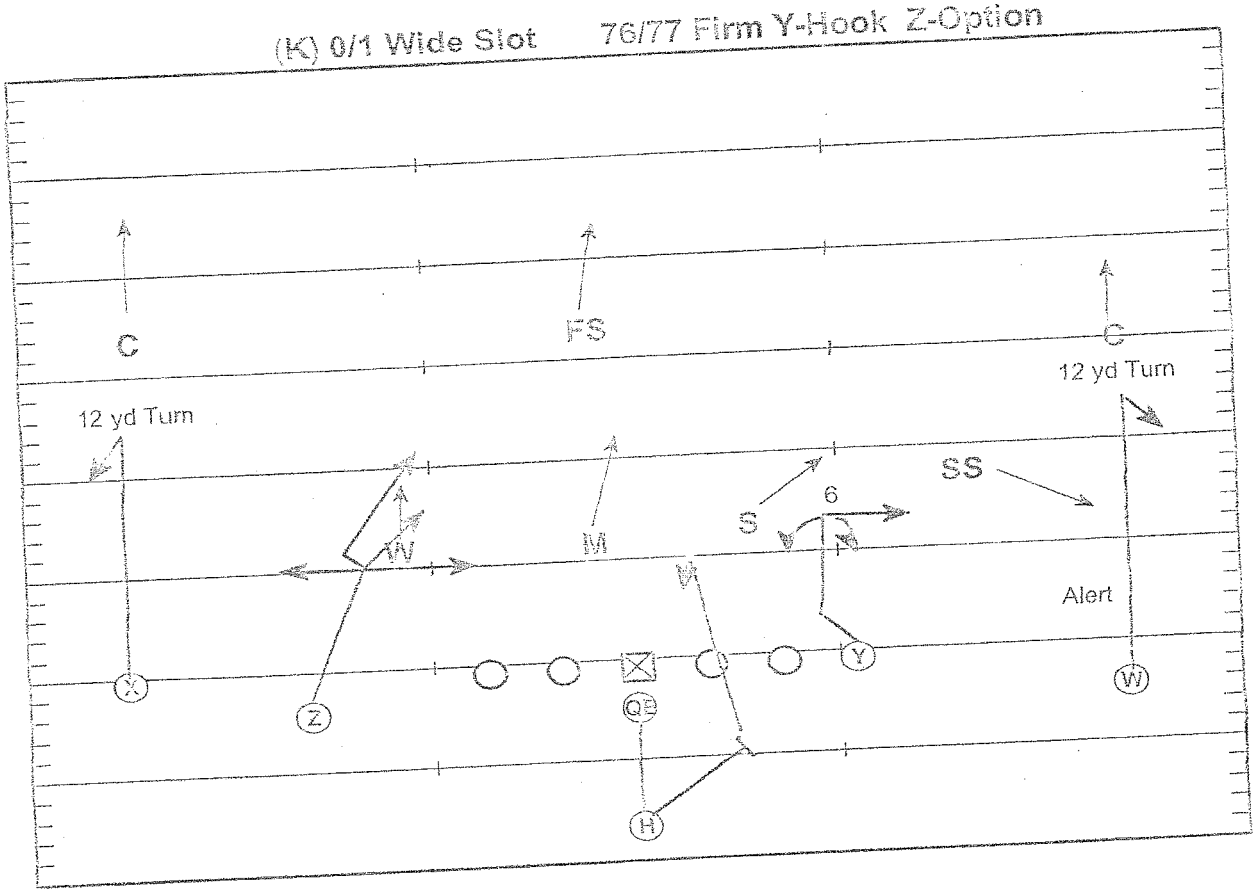
THE OPTION PACKAGE

THESE PLAYS WILL BE RUN FROM MULTIPLE FORMATIONS.
PROTECTIONS 76/77 Firm AND 76/77 Firm Scat

CONCEPT

3 Step Route with Z (X) Running a GET OPEN at 6 yds. The opposite inside receiver will run a hook with both outside receiver's running 12 yard Turn Routes.

(K) 0/1 Wide Slot 76/77 Firm Y-Hook Z-Option



QB: 3 step drop. Read Z (X) on the Option. If Zone he will hook up in Open Area If man, he can break outside or hook inside. If Option is Doubled, Read Hook to Go's Outside. Vs Cover 2, Possible Post.

X: Maximum split. Execute a 3 step Go Route. Outside Release vs Cover 2, 2 Man or Press

Z: Seam Split – Execute Option Route

Y: Execute Hook Route at 6 yds.

W/T/F/H: Execute Flat-Wheel from Flood Position. Execute Go Route from Wide Align.

R: Block Protection, N/T Check Middle

RULES

Call Protection, call Option.

PLAY CALL MECHANICS

76/77 Firm Protection (Possible Seat)

1. Call Receiver to Run 6 yd Option.
2. The inside receiver opposite the Option will run a 6 yd Hook.
3. Both Outside Receiver's will run Turns. If Flood position, Flat Wheel.
4. The Receiver to the Option side must release outside vs Cover 2, 2 Man, or Press.
5. The protection receiver will protect. N/T, check Middle.

VARIATIONS

H/F Option = 5 to 7 step drop (No Firm). Changes Routes of other receivers. Hots and Sight Adjusts now apply.

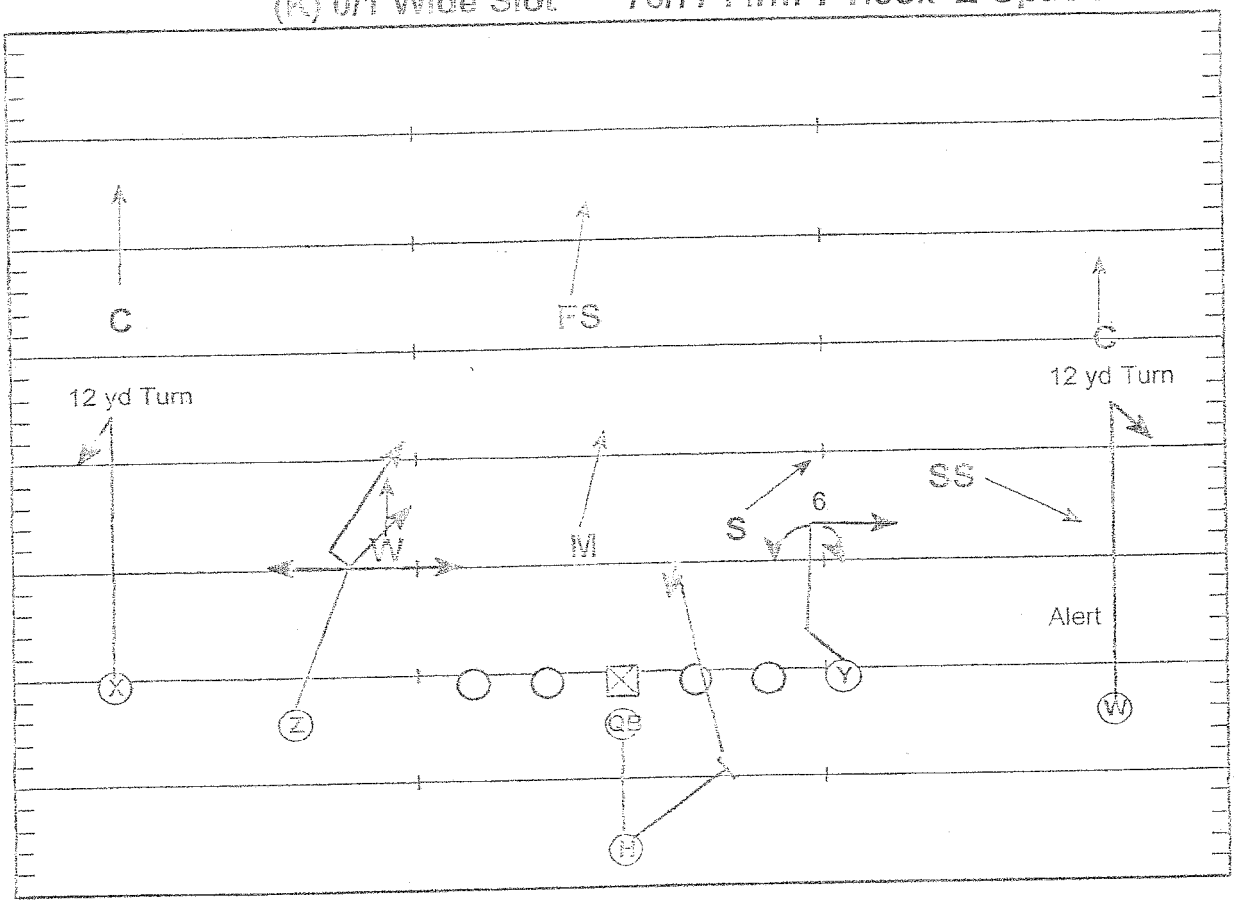
PLAYS

0/1 Wide Slot	76/77 Firm Y-Hook Z-Option
0/1 Wide Over	76/77 Firm Y-Hook X-Option
0/1 Flood Slot	76/77 Firm Y-Hook Z-Option
0/1 Out	76/77 Firm Y-Hook T-Option

HOT/SIGHT ADJUSTMENTS

Firm = No Sights. Everyone Alert for ball Quick

(K) 0/1 Wide Slot 76/77 Firm Y-Hook Z-Option



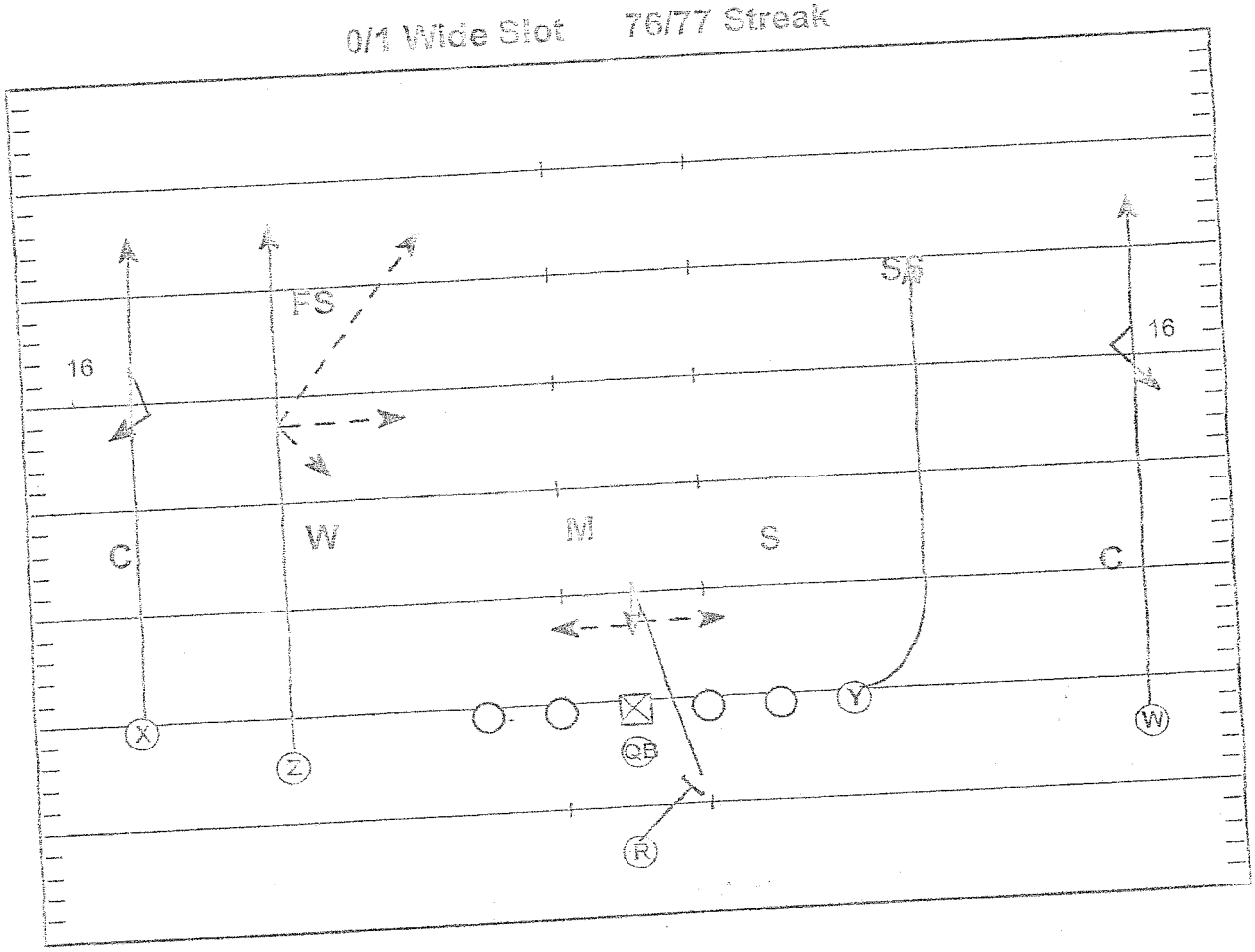
THE STREAK PACKAGE

These plays will be run from multiple formations.
Protections: 62/63, 76/77

CONCEPT

Route Designed to get 4 verticals vs 3-Deep Coverage. The 2 Outside Receivers and Receiver with "Streak Read" have adjustment to beat coverage that takes away vertical route.

0/1 Wide Slot 76/77 Streak



PLAY MECHANICS TO 2-2 SET

1. Call the Streak. The two receivers away from the TE will be considered Weak Side.
2. The two receivers to the TE side are considered Strong side.

RULES OF WEAKSIDE RECEIVERS

1. Outside Receiver vs. Off Coverage – If you can run by the defender within 12 yards, run a Go. If not by defender within 12, hook up at 16 yards, working back down the stem to the outside. Go vs. 2 Cover or Press.
2. Inside Receiver – Run Streak Read – run through vs. a single high Safety who is less than 5 yards or working away from you, or vs. a 2 high Safety (or Corner) who is less than 5 yards. If 2 high Safety (or Corner) is high and wide take post. If your read doesn't allow you to continue on seam (or post), sit at 12-16 yards vs. zone, snap inside vs. man.

RULES OF STRONGSIDE RECEIVERS

1. Outside Receiver – Same as Outside Receiver Weak
2. Inside Receiver – Run a Seam – No Conversions

BACK RULES

The protection Back (R) will block protection rules first. N/T, run a check down. Stay on the move vs. Man, to the streak side.

PLAY

0/1 Wide Slot 76/77 Streak
0/1 Wide Slot 76/77 Streak X Shallow
0/1 Wide Slot 76/77 Streak Y Shallow
0/1 Wide Slot 76/77 Streak W Shallow

HOT/SIGHT ADJUSTMENTS

Regular 62/63, 76/77 Hot Rules
FS + 1 Weak = SA
SS + 1 Strong = Hot (Possible Sight Adjust if in 3-1 Set)
Sam + Mike/Buck = Hot
CUB = 2 Off the TE

VARIATIONS = SHALLOW

A Receiver may be called into a Shallow Route. He will take 3 steps or 5 yards up field and then come underneath at a depth of 5 yards. He can sit down, stay on the move or return. (i.e.: 76 Streak X Shallow)
The protection Back will block protection first. N/T, run a Wide.

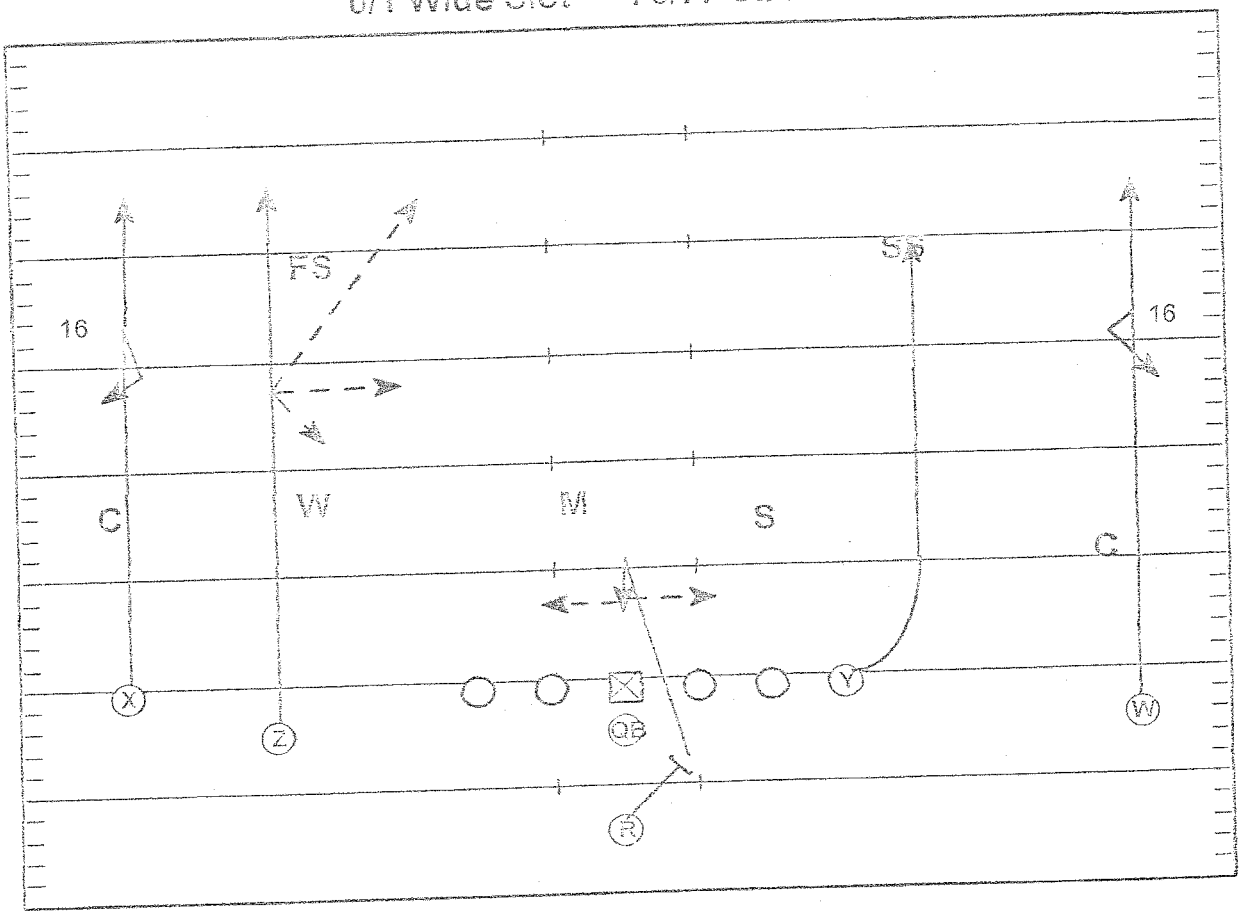
SWITCH

The weak side receiver will Switch Streak reads.

PROTECTION RULES

The protection Back will block protection first, N/T, run a Check Down.

0/1 Wide Slot 76/77 Streak



QB: 7 to 5 Step Drop – vs. Post Safety – Seam to Outside to Back
Vs. Cover 2 – Read 3 on 2 Ball

X: Maximum Plus Split – Execute Outside Streak Read

Z: Z Seam Alignment – Execute Streak Read

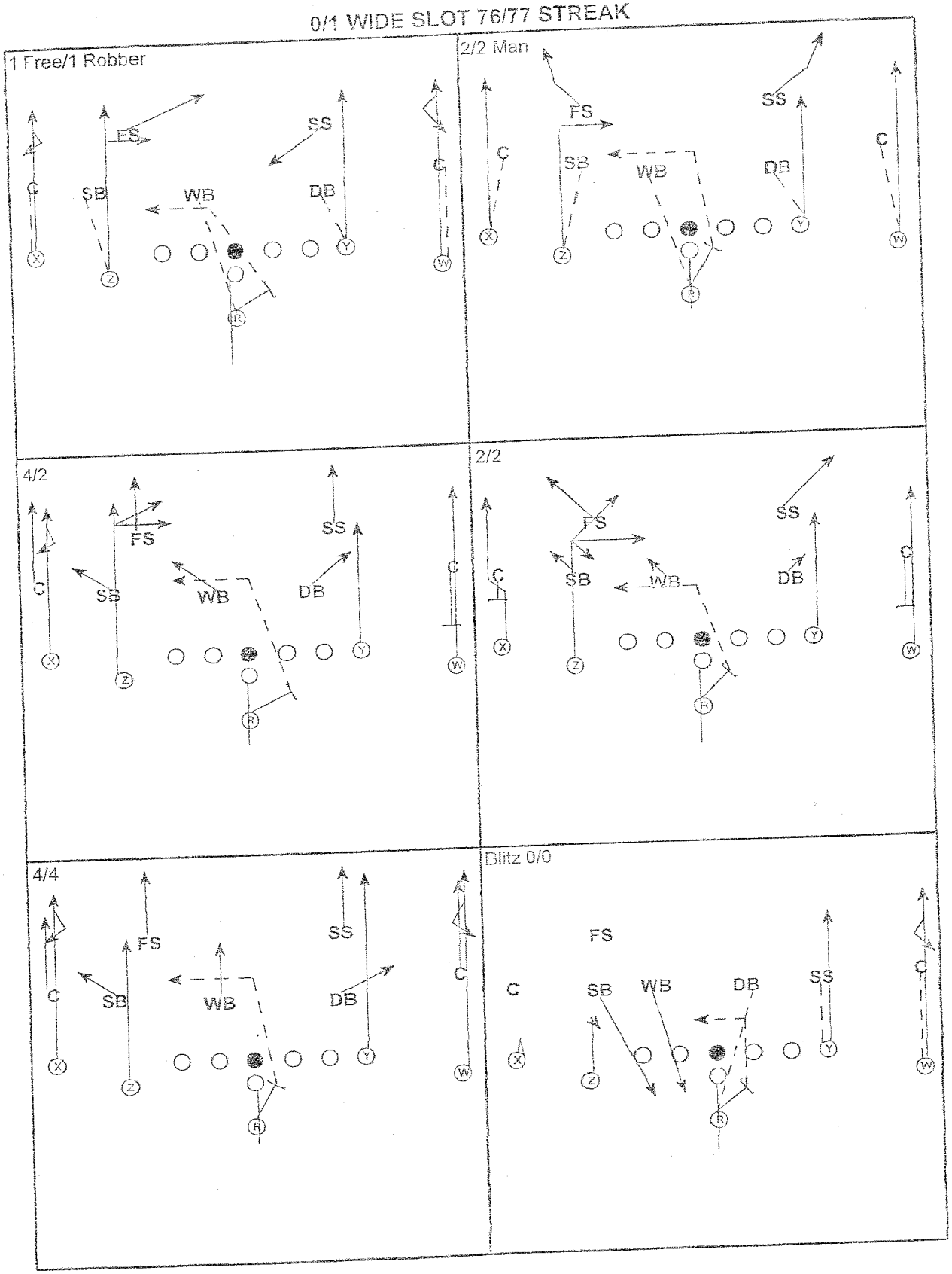
Y: Execute a Seam

W: Maximum Plus Split – Execute Outside Streak Read

R: Block Protection Rule – N/T Execute a Check Down

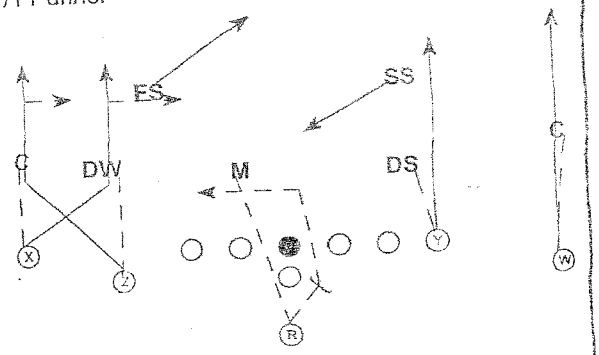
FORMATIONS: 0/1 Out, 0/1 Wider Z Fly

0/1 WIDE SLOT 76/77 STREAK

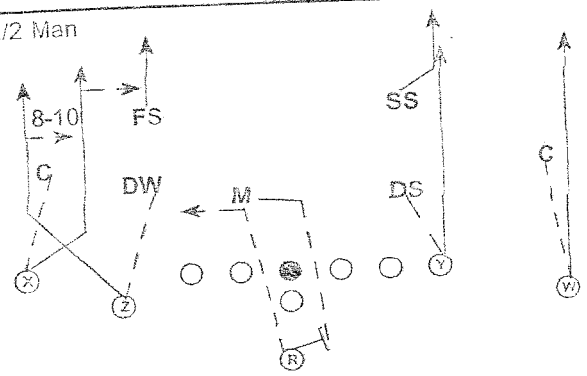


0/1 WIDE SLOT 76/77 SWITCH

1/1 Funnel



2/2 Man



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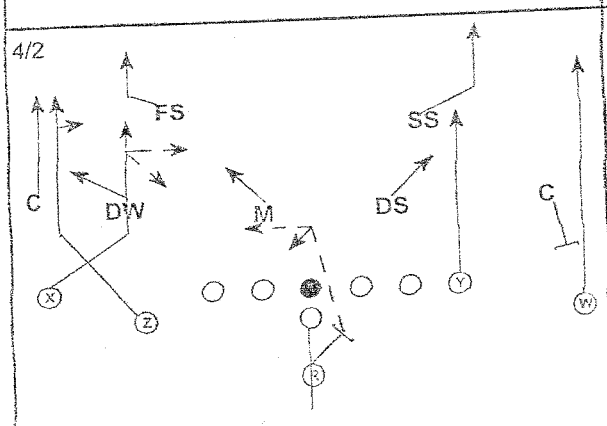

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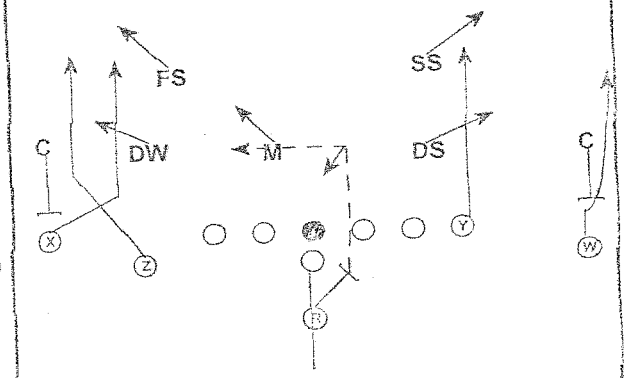

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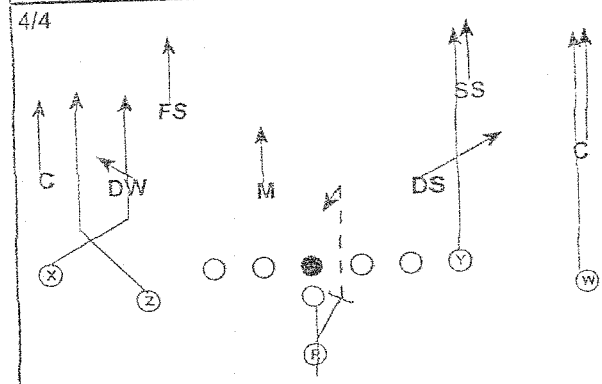
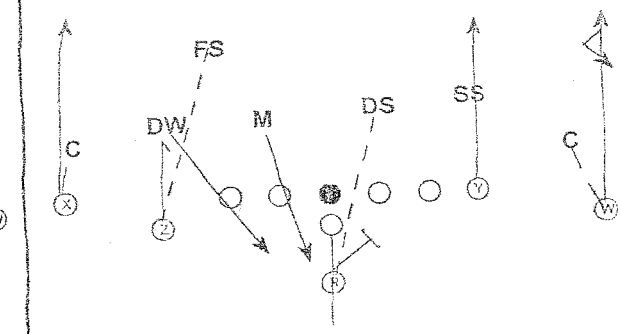
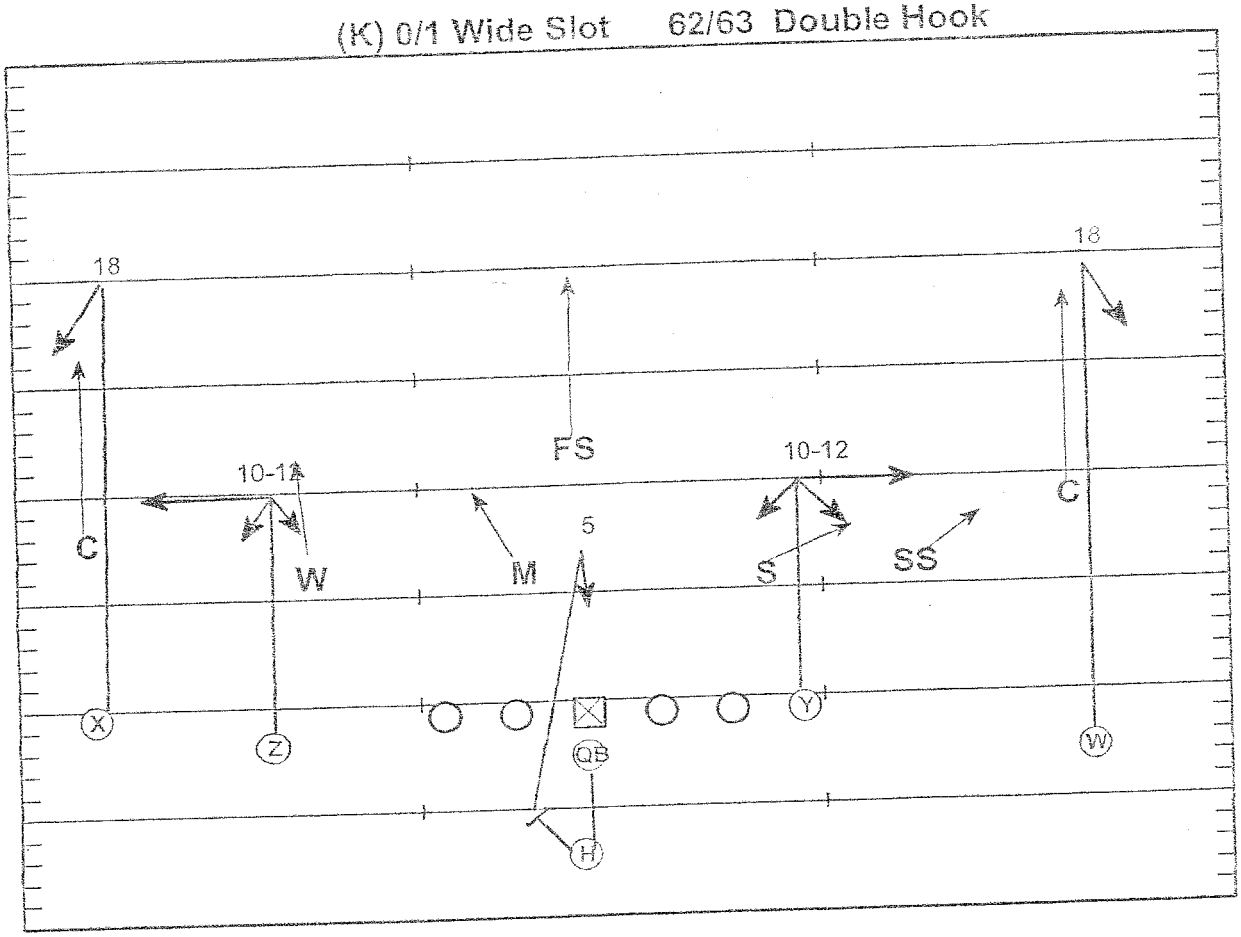


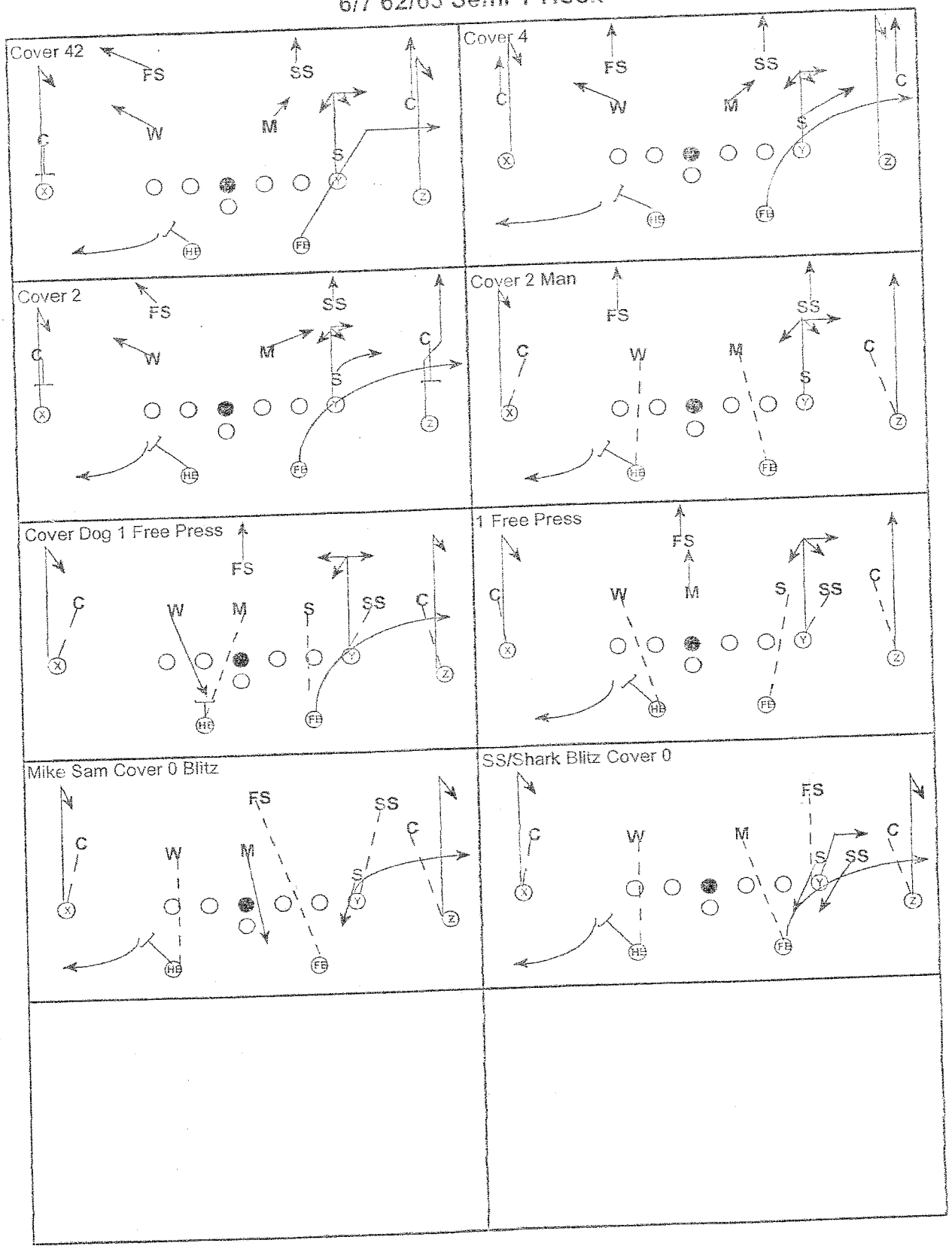
Blitz 0/0



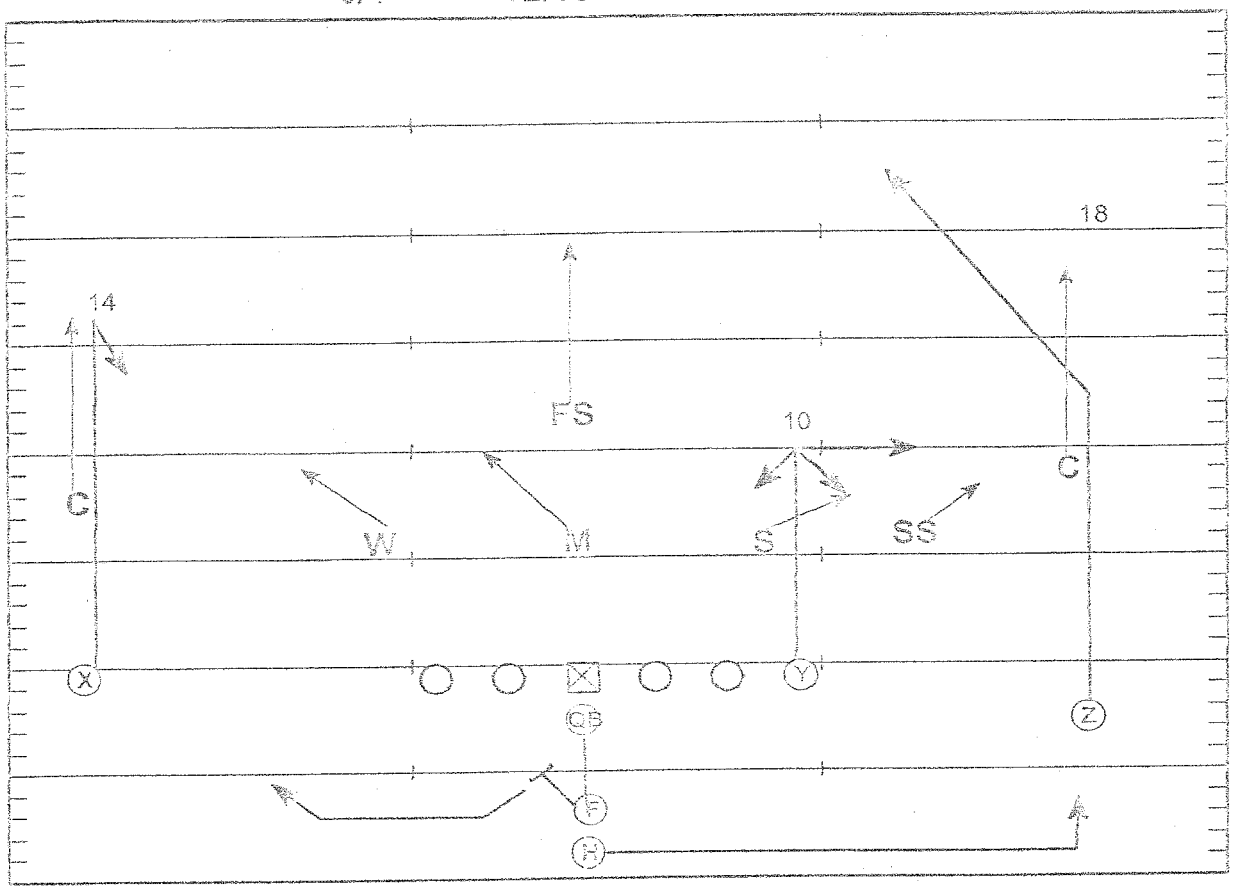
(K) 0/1 Wide Slot 62/63 Double Hook



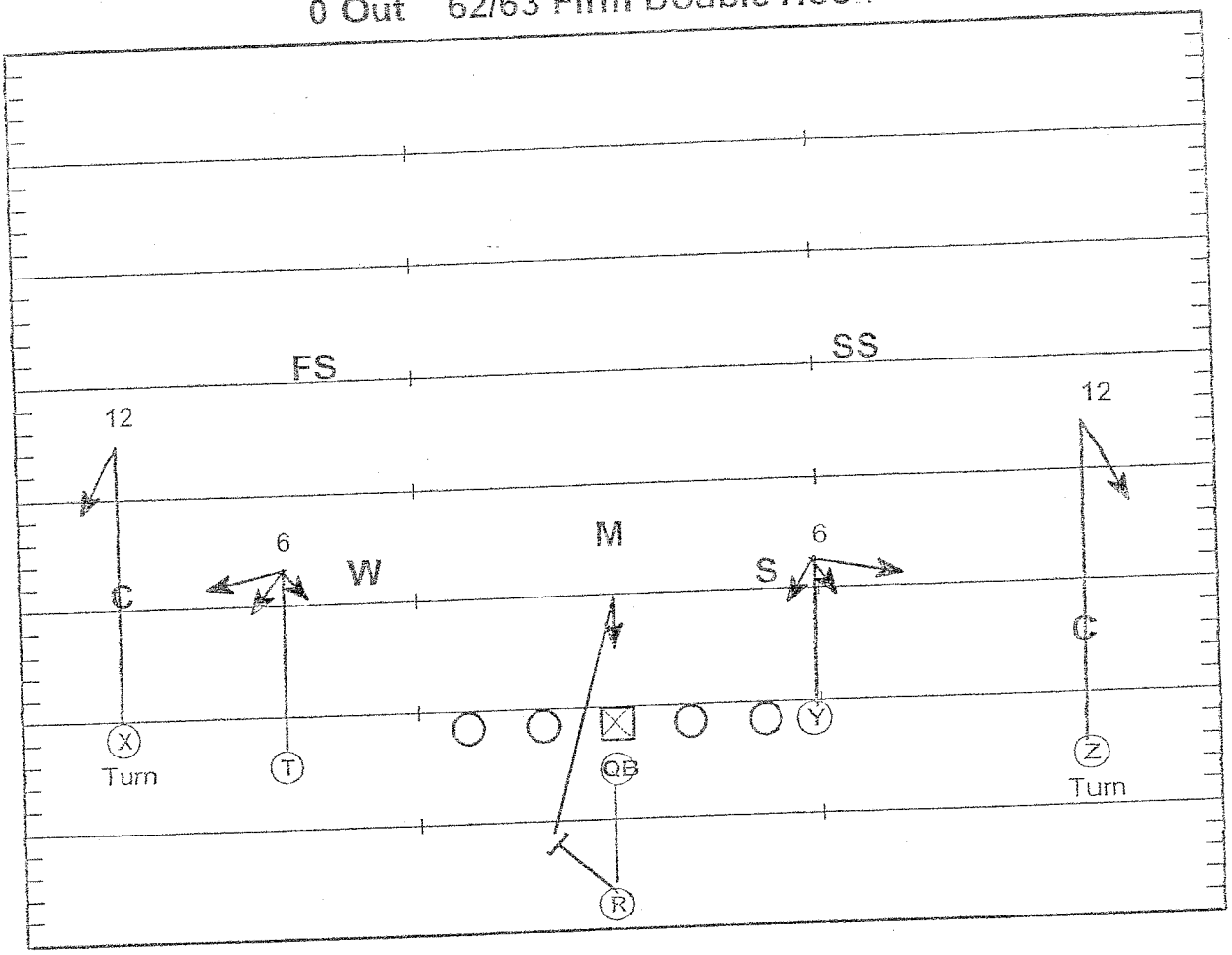
6/7 62/63 Semi Y Hook



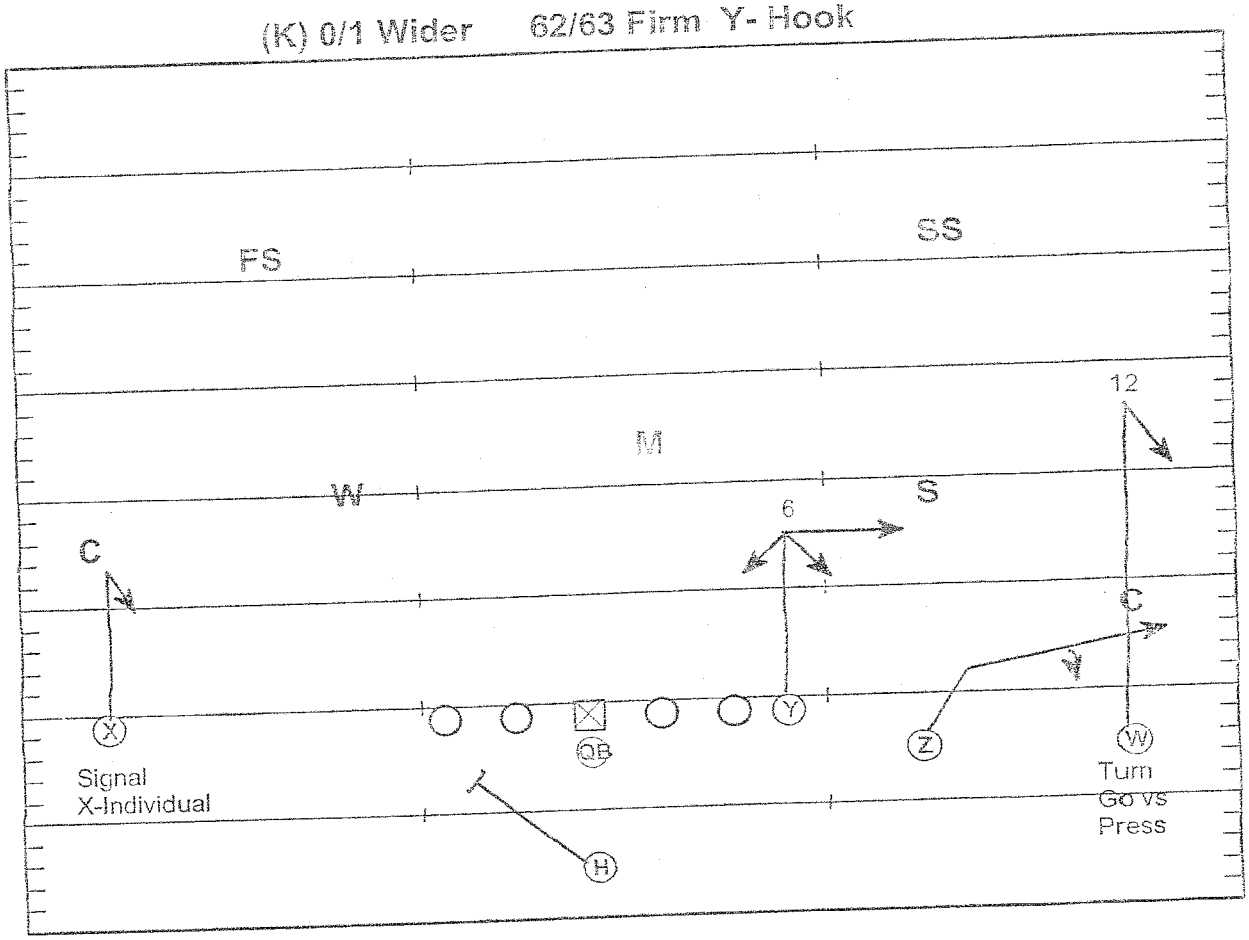
0/1 62/63 Semi Y Hook Z-Post



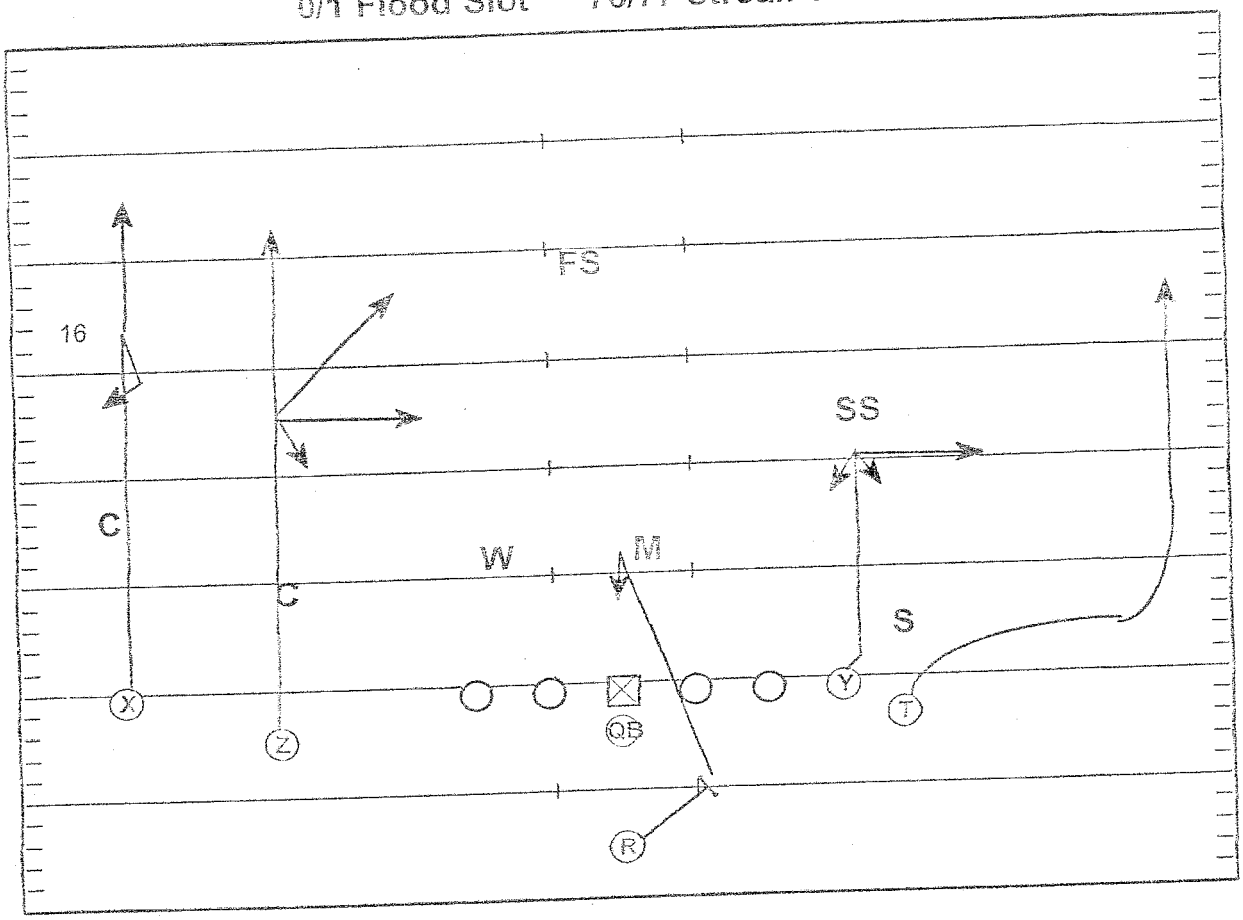
0 Out 62/63 Firm Double Hook



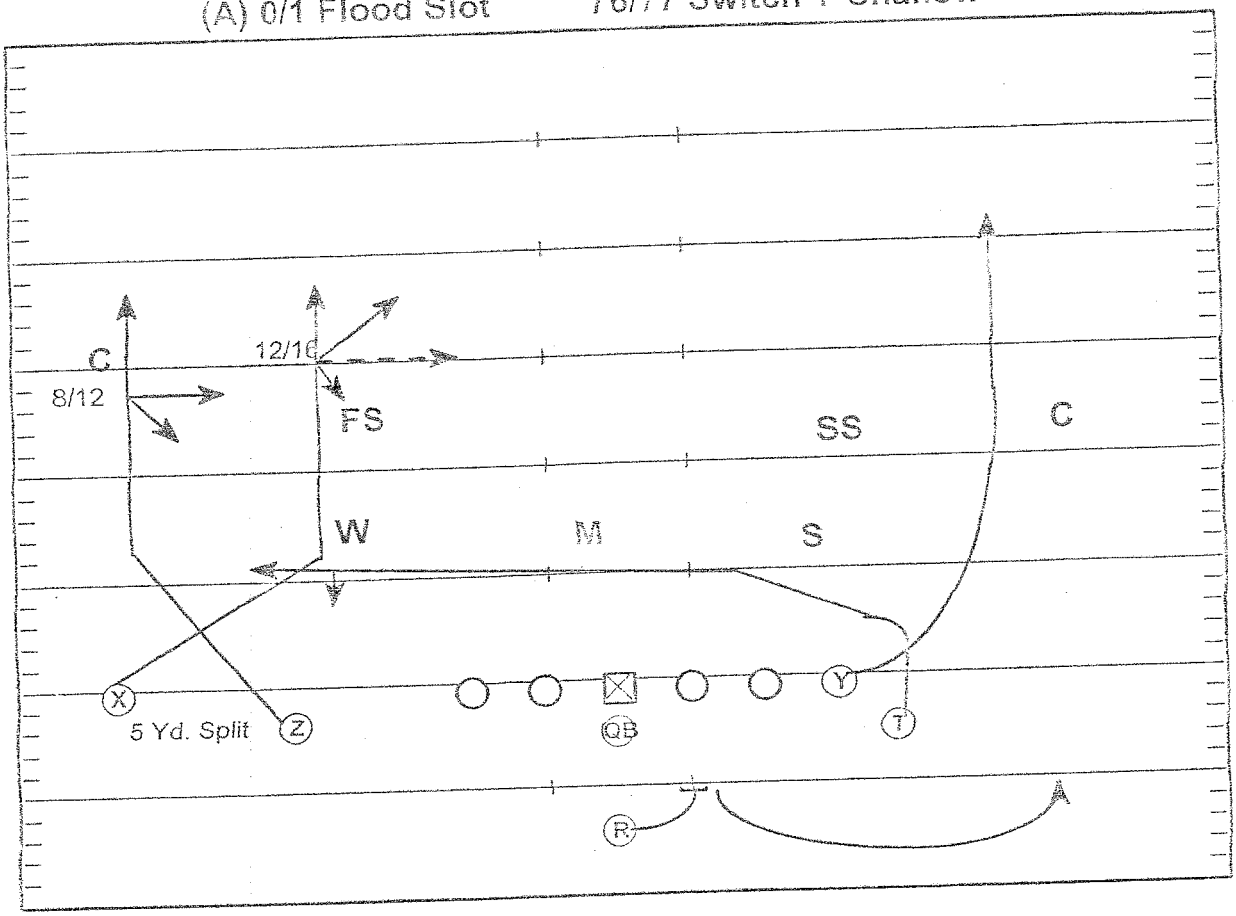
(K) 0/1 Wider 62/63 Firm Y- Hook



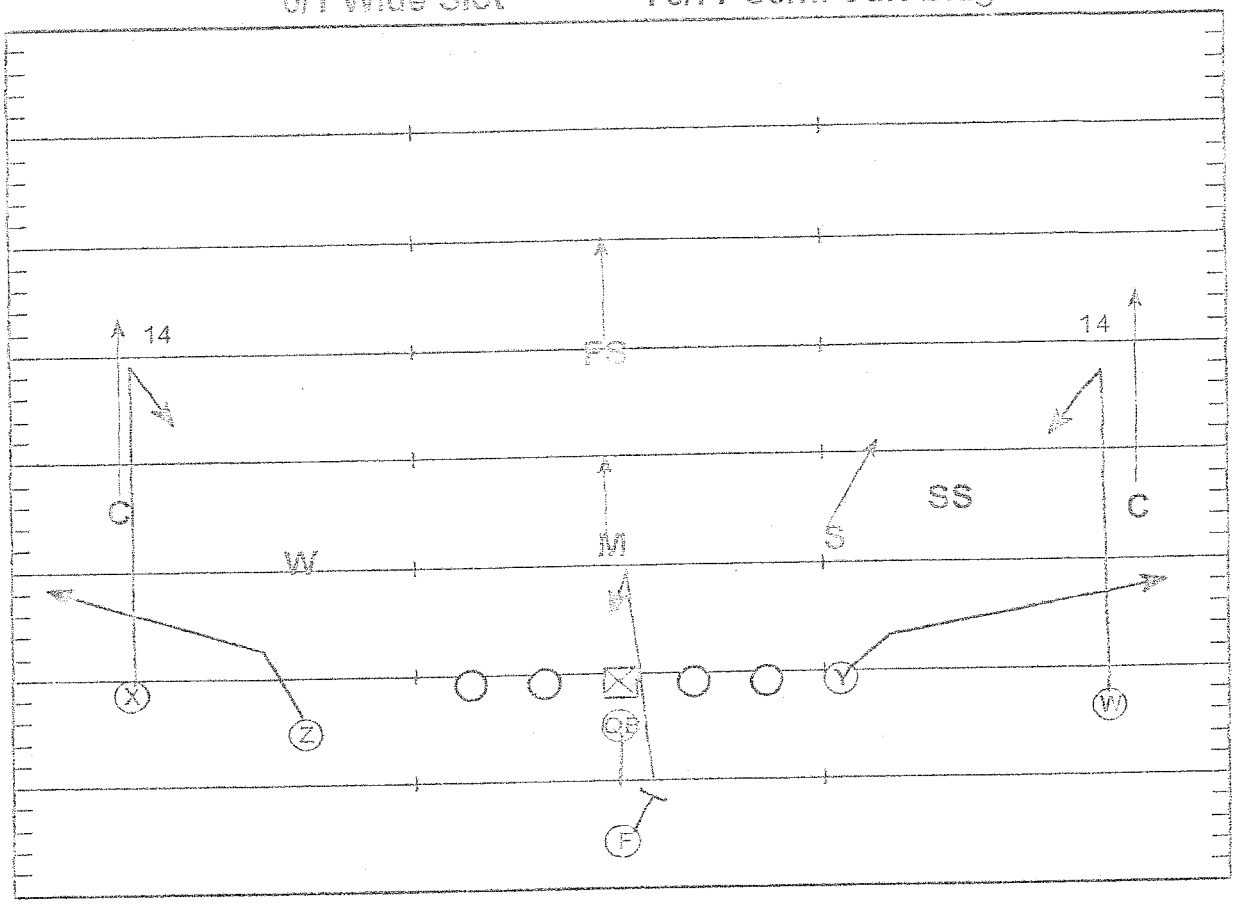
0/1 Flood Slot 76/77 Streak Y-Hook



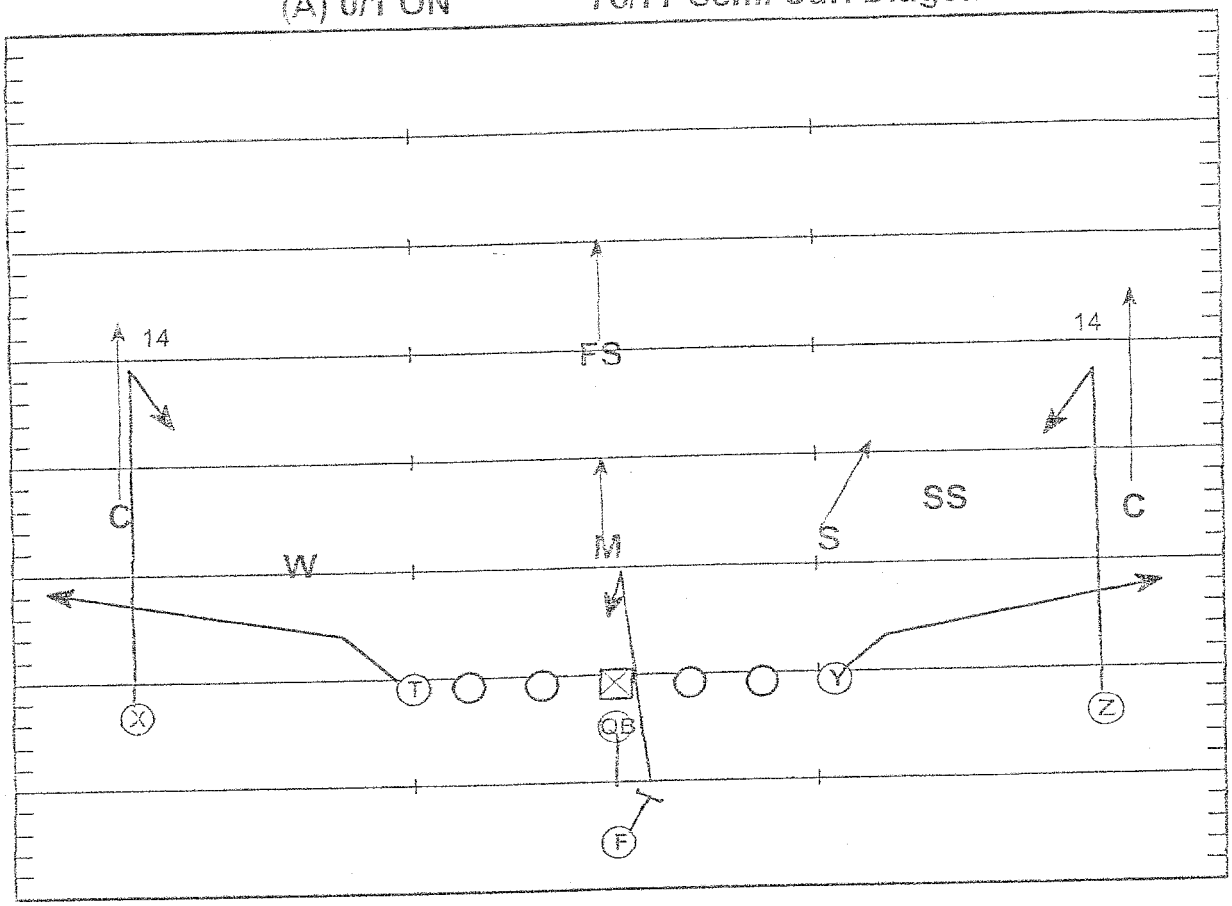
(A) 0/1 Flood Slot 76/77 Switch T-Shallow



0/1 Wide Slot 76/77 Semi Curl Diagonal



(A) 0/1 ON 76/77 Semi Curl Diagonal



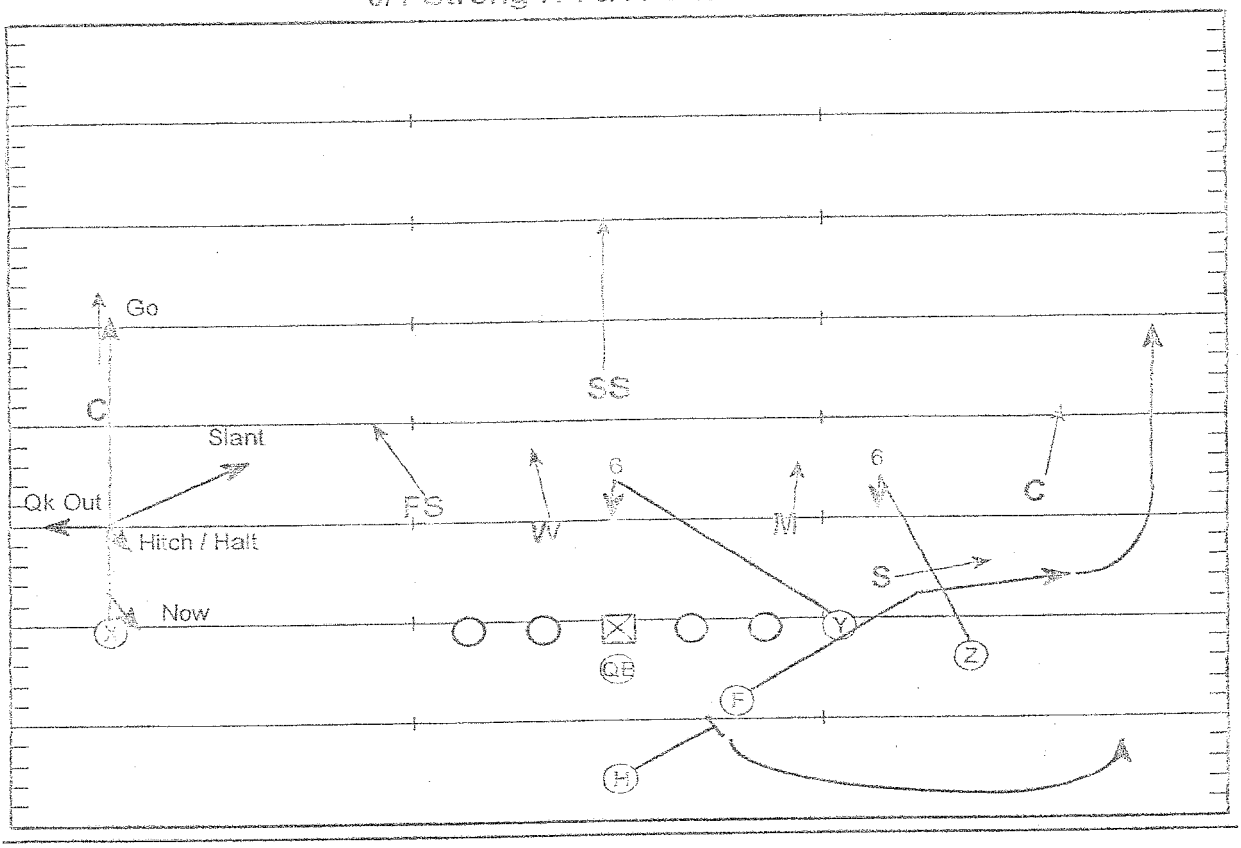
THE BOA PACKAGE

THESE PLAYS WILL BE RUN FROM MULTIPLE FORMATIONS.
PROTECTIONS 76/77 Firm AND H/F 76/77

CONCEPT

Quick Pass that floods the strongside underneath zones and isolates backside receiver.

0/1 Strong H-76/77 Firm Y BOA



QB: 3 step drop. Inside-Out Read frontside to Single Receiver matchup

X: Maximum split. Execute a Hitch at 6 yards. (Any Individual Route)

Z: Execute a 6 yd hook 2 yds. Outside the original alignment of TE

Y: Execute BOA at 6 yds over ball.

H: Block Protection. N/T, check Wide.

F: Execute Flat-Wheel. Alert!

RULES
Call Protection, call Boa, possible X-Individual.

PLAY CALL MECHANICS to a 2-BACK SET

1. Call Boa. The receiver called on the Boa will run a hook directly over the ball at 6 yds.
2. The next receiver outside the Boa will run a hook 2 yds outside the TE alignment.
3. The strongside back will run a flat-wheel.
4. The backside receiver will run a 6 yd hitch. (or tagged X-Individual)
5. The protection receiver will protect. N/T, check Wide.

PLAY CALL MECHANICS to a 3x1 SET

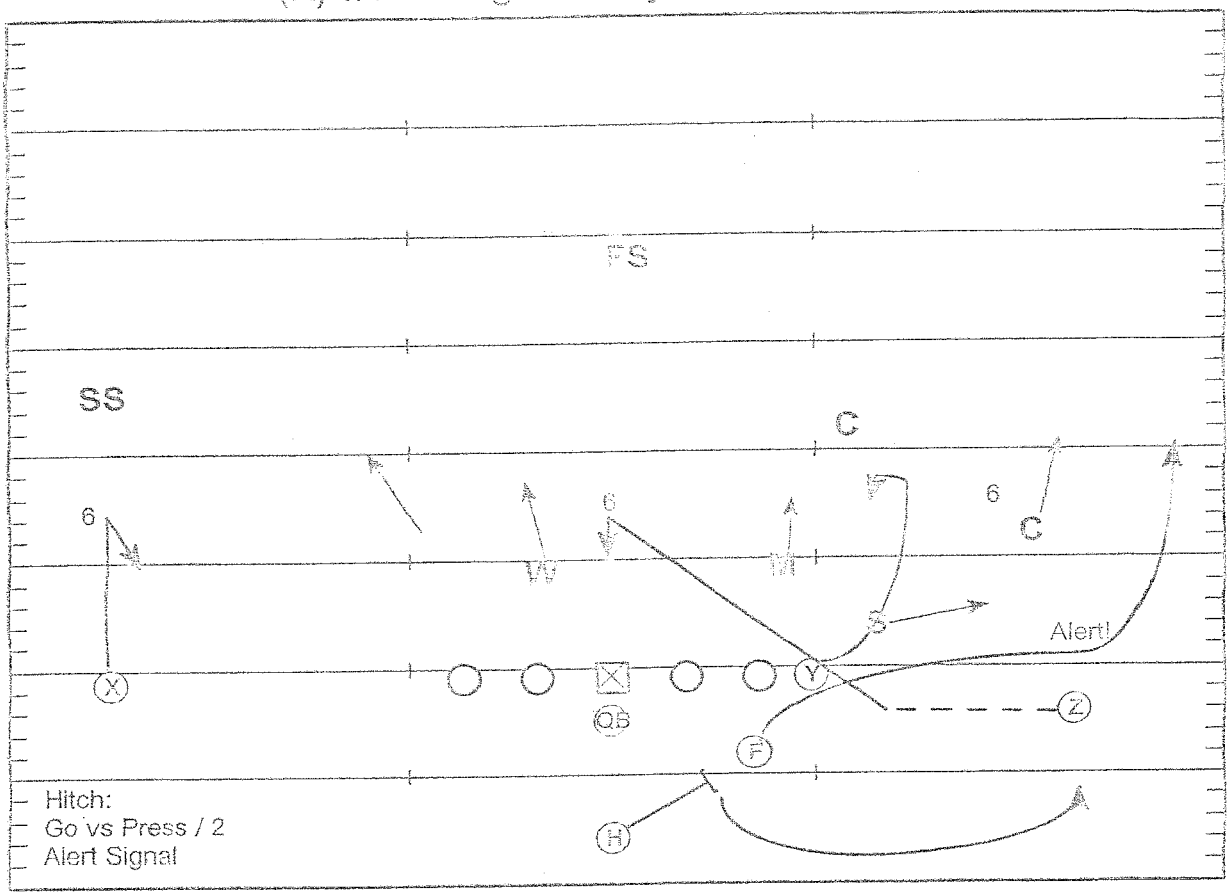
1. Call Boa. The receiver called on the Boa will run a hook directly over the ball at 6 yds.
2. All other routes are based on formation or motion.

PLAYS

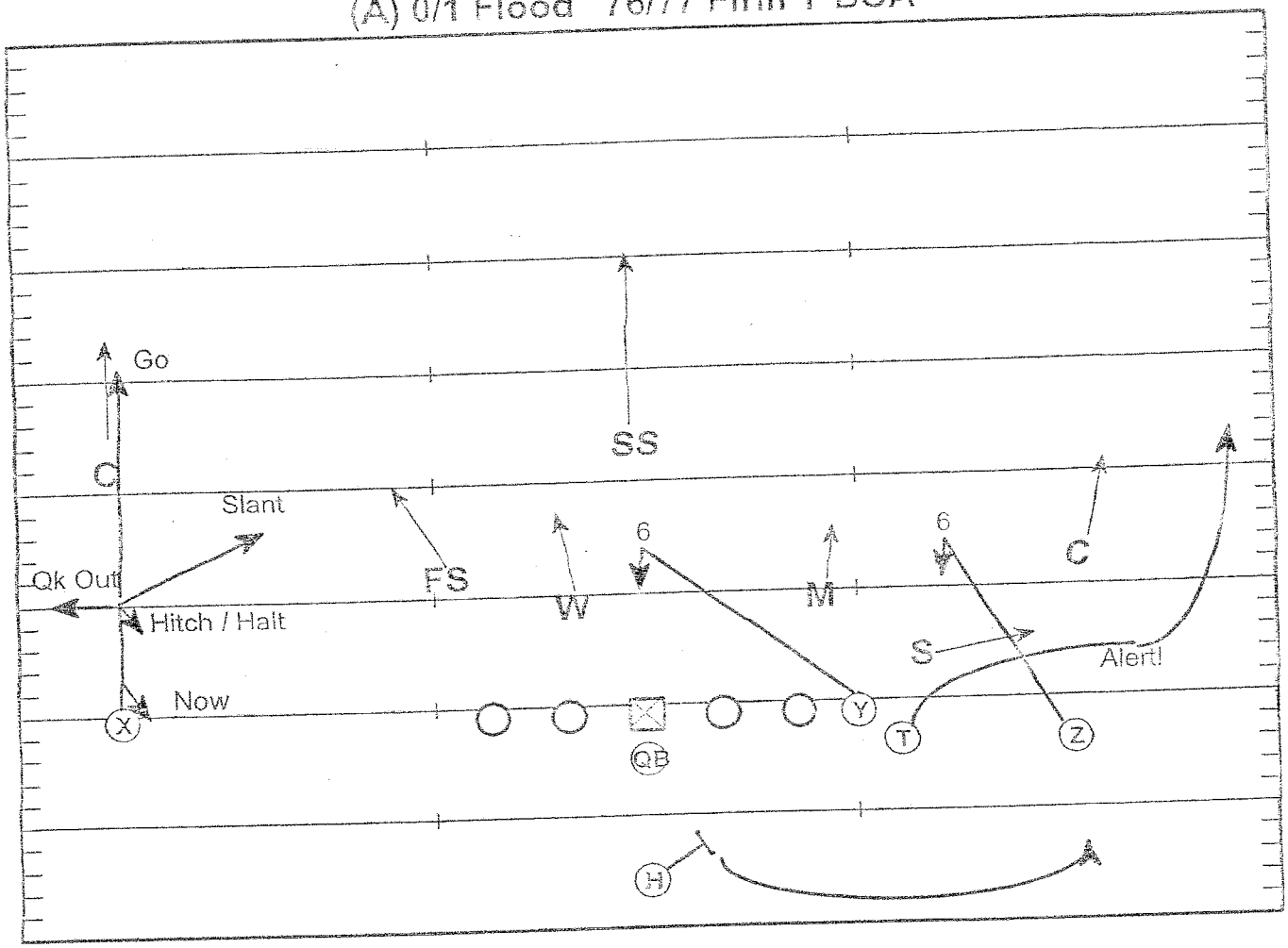
0/1 Strong (Z Half Fly)	H-76/77 Firm Y-Boa
0/1 Flood (Z Half Fly)	76/77 Firm Y-Boa
0/1 Box Bunch	76/77 Firm Y-Boa
8/9 (Z Half Fly)	F-76/77 Firm Y-Boa
0/1 Weak F-Mo	H-76/77 Firm Y-Boa

HOT/SIGHT ADJUSTMENTS
Firm = No Sights. Everyone Alert for ball Quick

(R) 0/1 Strong Z-1/2 Fly H-76/77 Firm Z BOA



(A) 0/1 Flood 76/77 Firm Y BOA



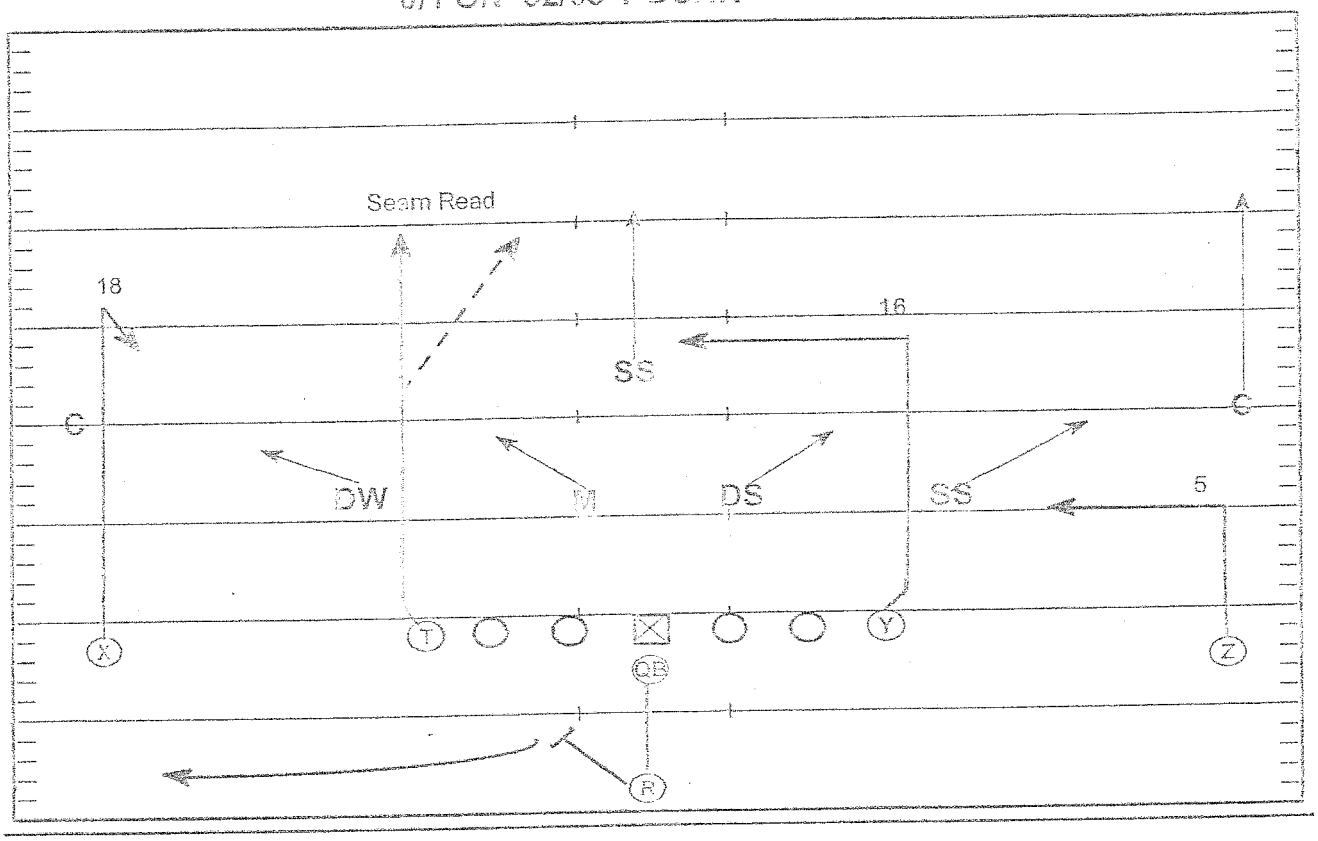
THE DUNK / DO PACKAGE

THESE PLAYS WILL BE RUN FROM 2x2 or 3x1 FORMATIONS.
PROTECTIONS 62/63

CONCEPT

High-Low concept with Dunk receiver clearing for shallow underneath.

0/1 ON 62/63 Y DUNK



QB: 5 to 7 step drop.

X: Maximum plus split. Execute a Curl at 18 yards.

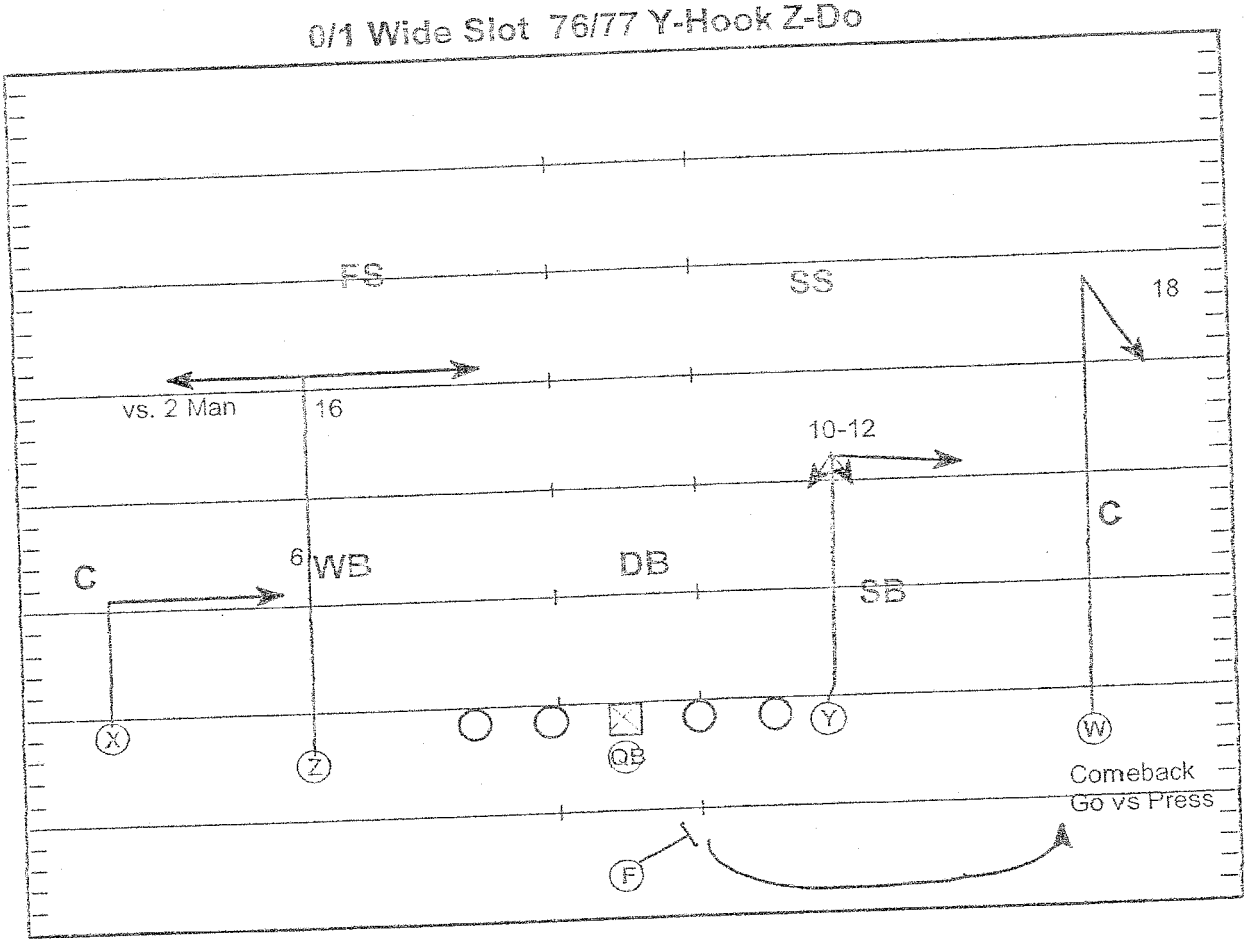
Z: Maximum plus split. Execute 5 yd shallow In

Y: Execute DUNK Route at 16 yds.

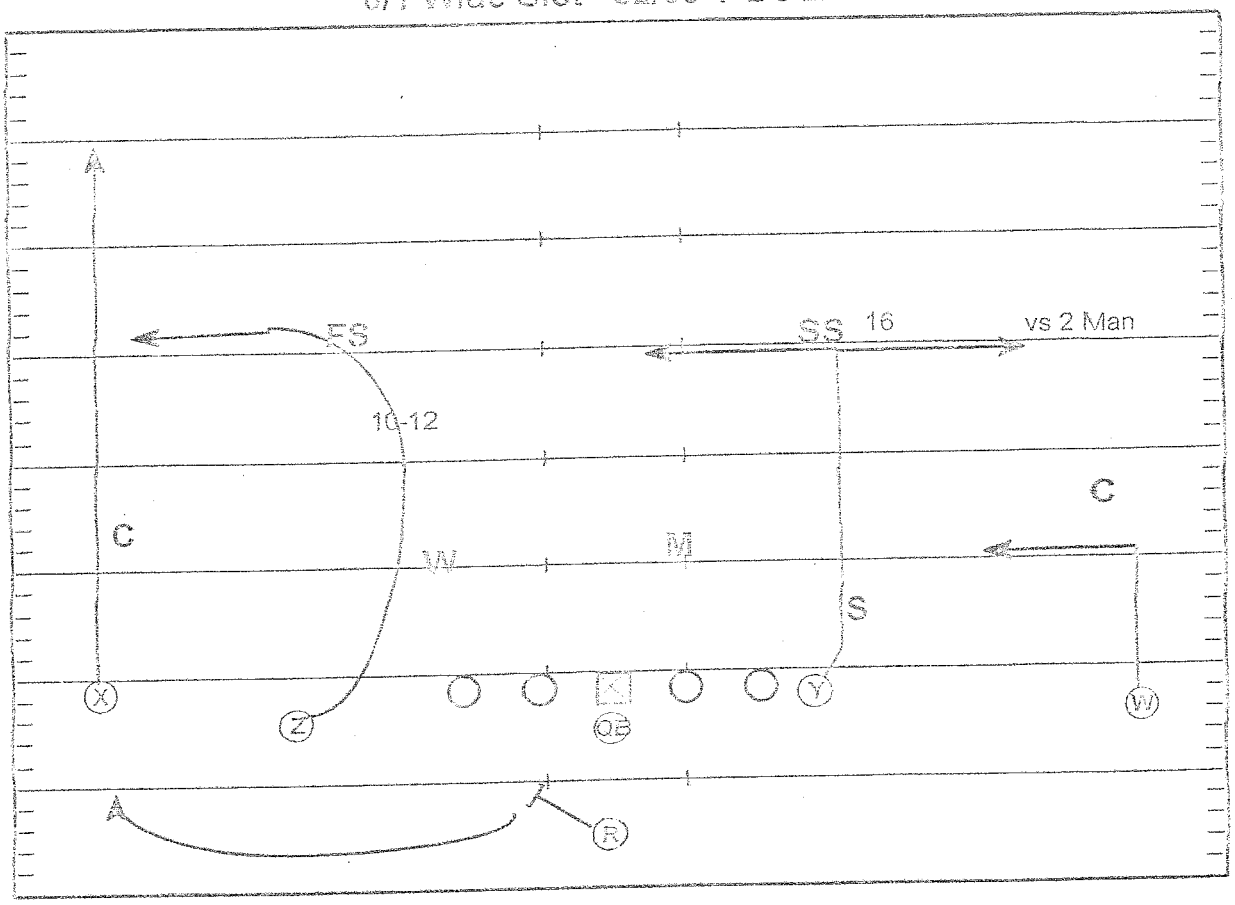
H: Block Protection. N/T, check Wide.

T: Execute Seam Read

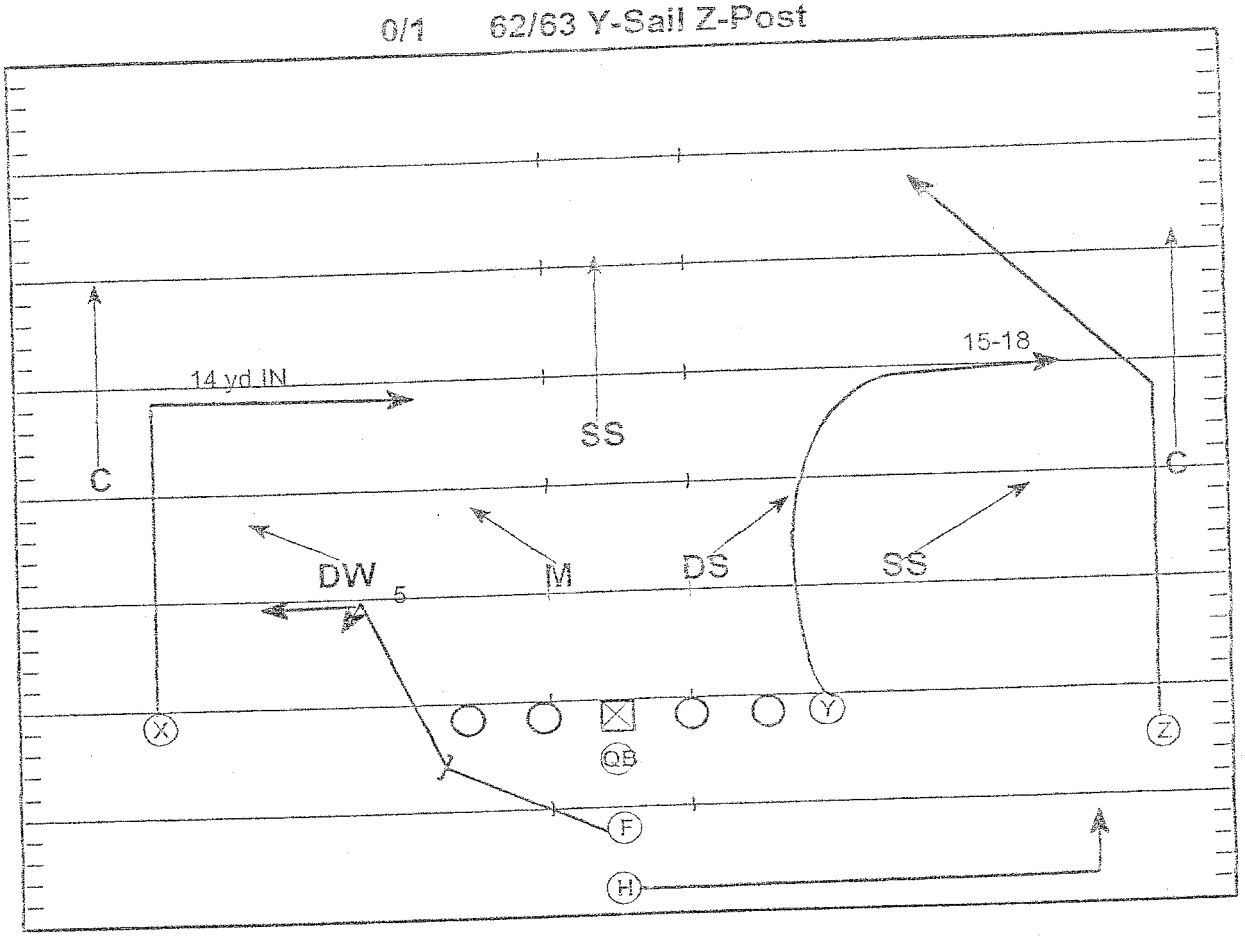
0/1 Wide Slot 76/77 Y-Hook Z-Do



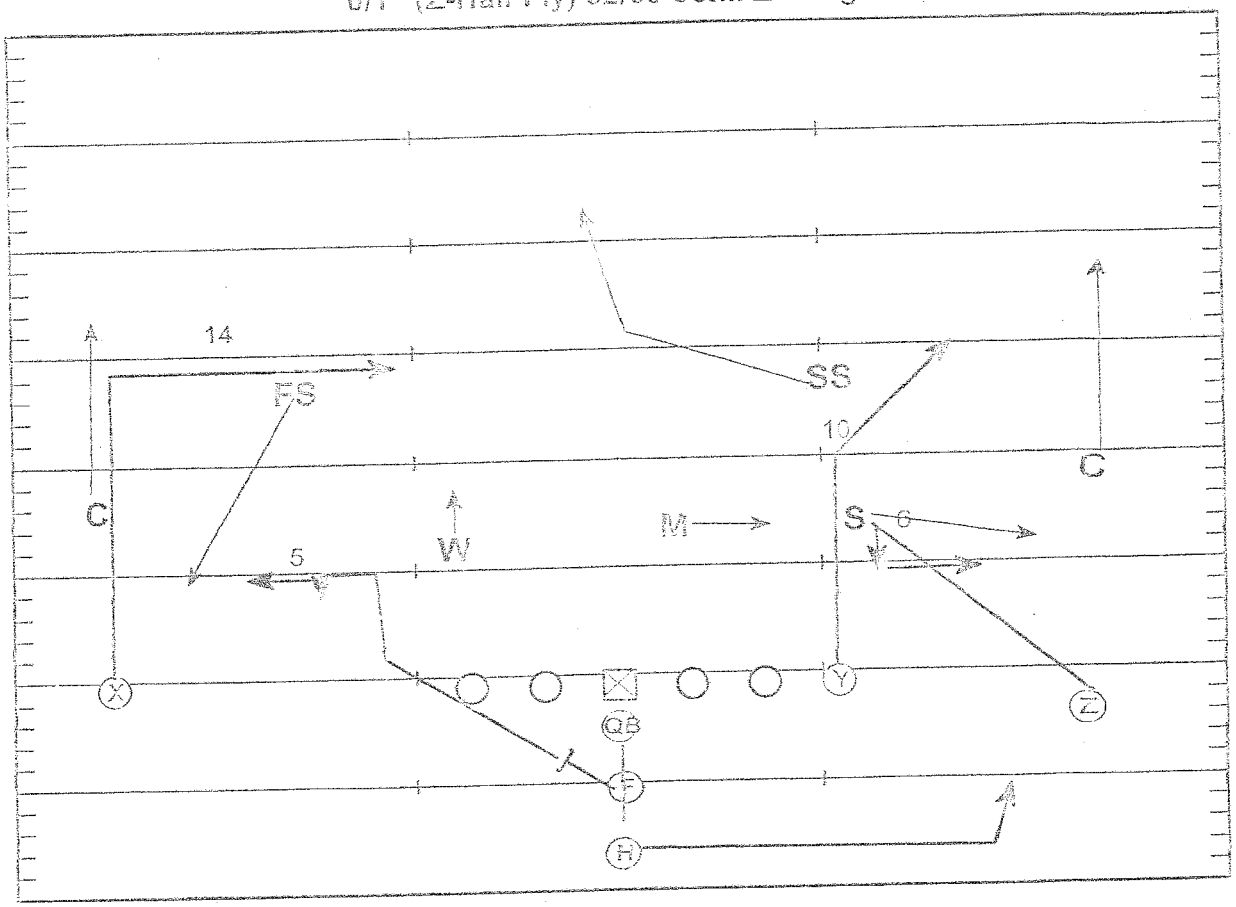
0/1 Wide Slot 62/63 Y-Do Z-Sail



0/1 62/63 Y-Sail Z-Post



0/1 (Z-Half Fly) 62/63 Semi Z-Snag



QB: 5 Step Drop

X: Bottom of Numbers – Execute a 14 Yard In Route

Z: Slot Alignment – Motion – Execute a Diagonal

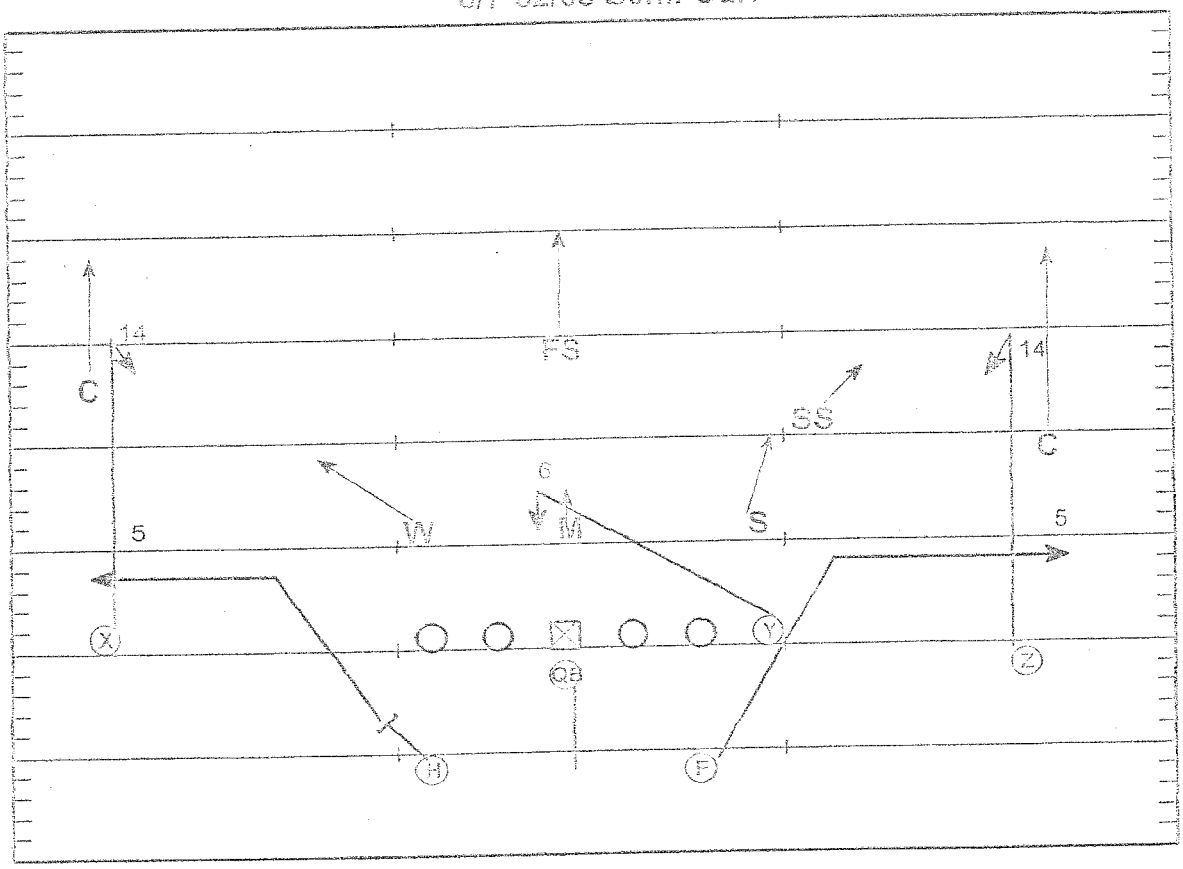
Y: Execute a Flag

W: Flank Alignment – Execute a Snag (Possible ½ Fly)

R: Block Protection – N/T Execute an Option Route

FORMATIONS:

6/7 62/63 Semi Curl



QB: 5 Step Drop – Go to Y to Z to F

X: Minimum Split – Execute a Semi Curl Route

Z: Minimum Split – (10 Yards from Y) – Execute a Semi Curl Route

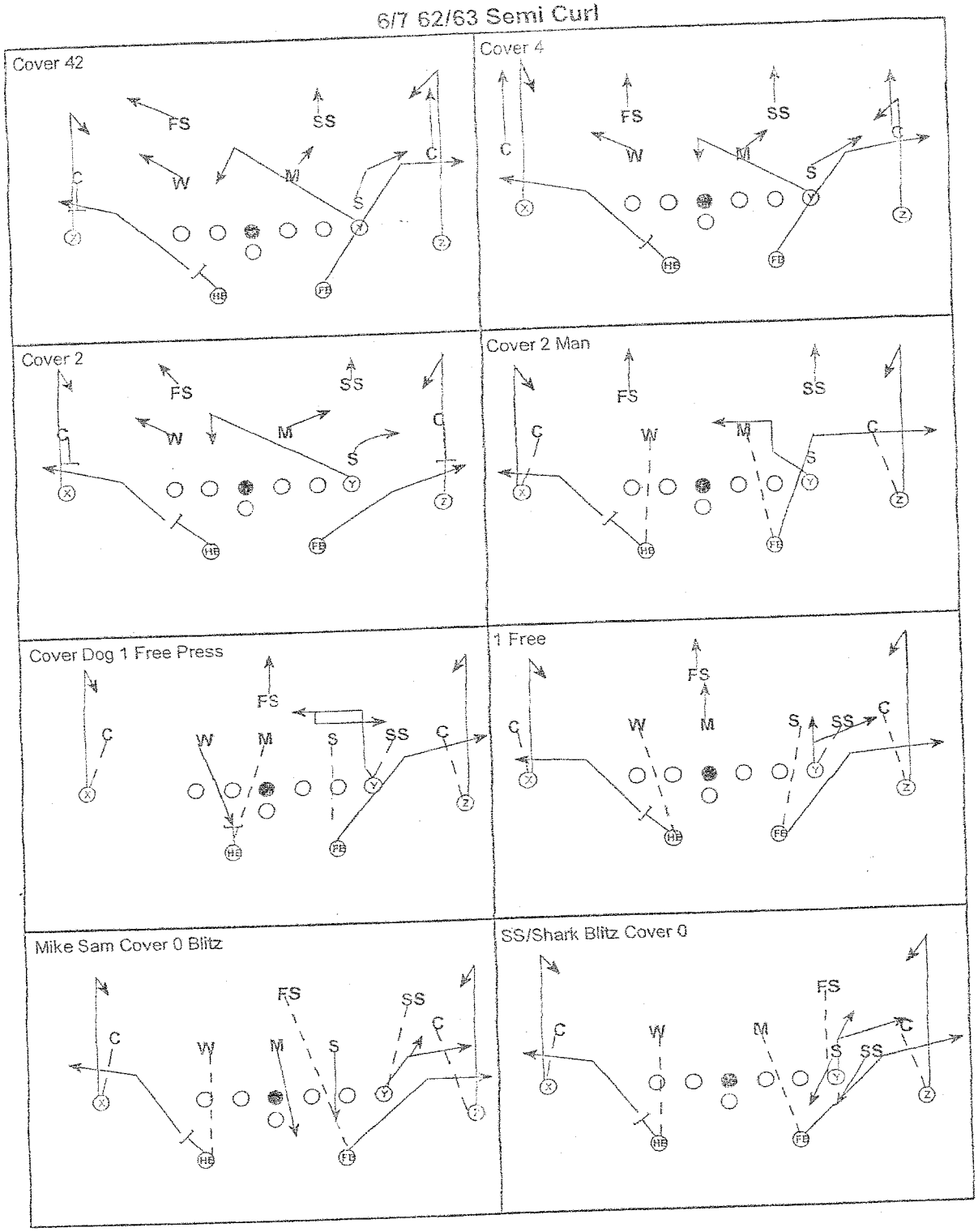
Y: Inside Release – Look for ball now. Try to get inside Mike. Hook up over opposite Guard at 6 yards. Can't get inside – work for 6 yards depth, Hook up. Vs. Man – look and drag, use Whip Technique, settling in Tackle Box.

H: Block Protection Rule – N/T Run a Flat.

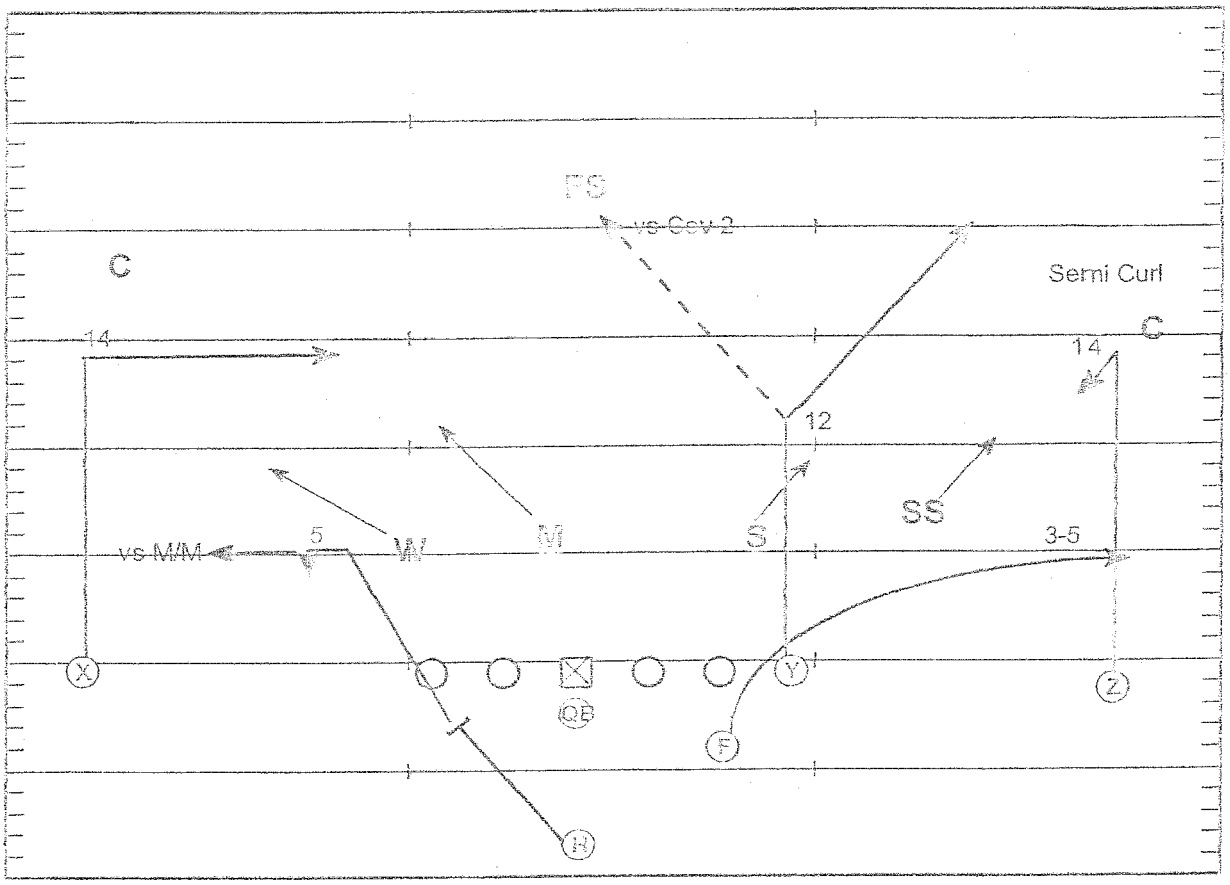
F: Free Release – Execute an Flat Route at 3 Yards.

FORMATIONS: 0/1, 2/3 Flood, 0/1 Flood

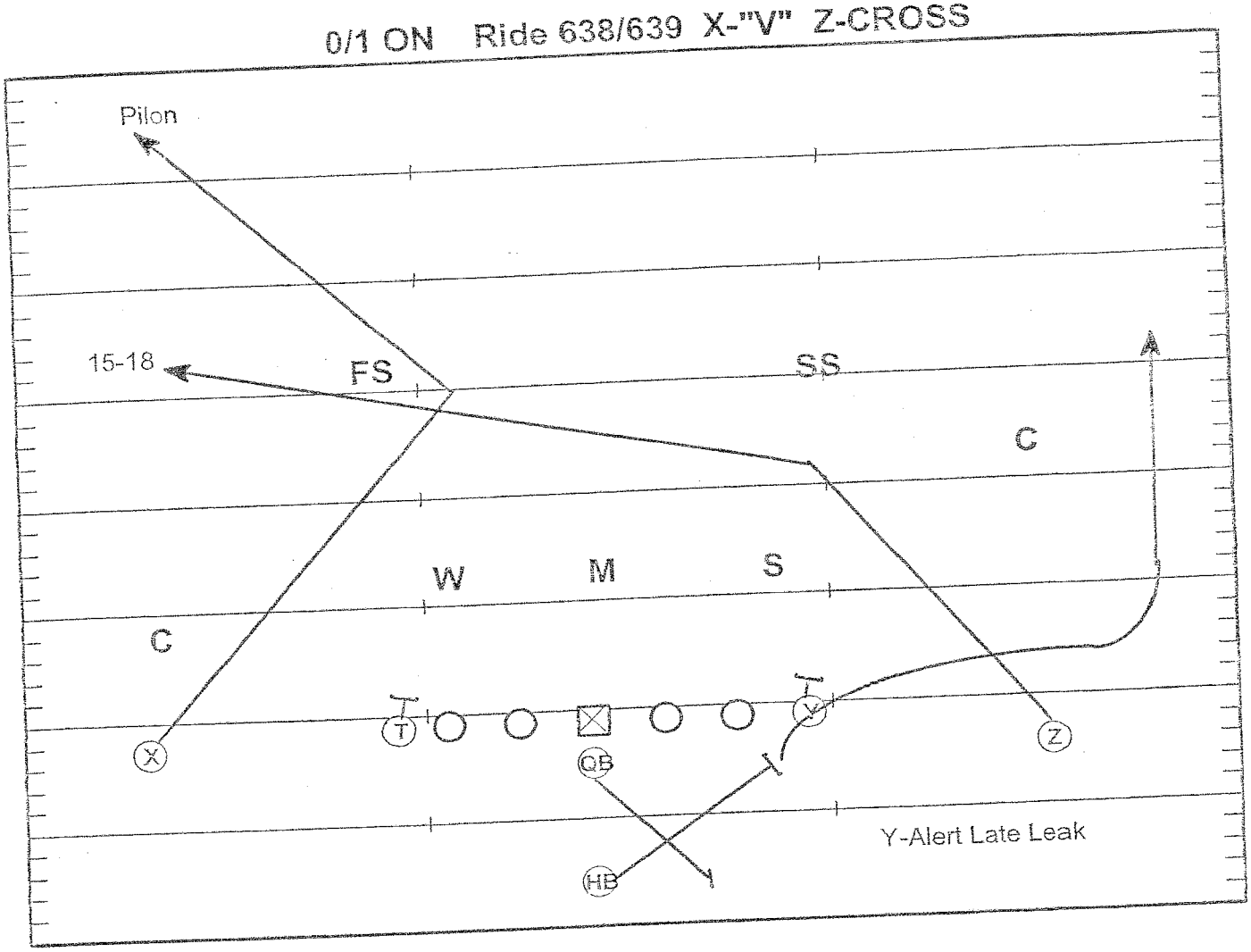
6/7 62/63 Semi Curl



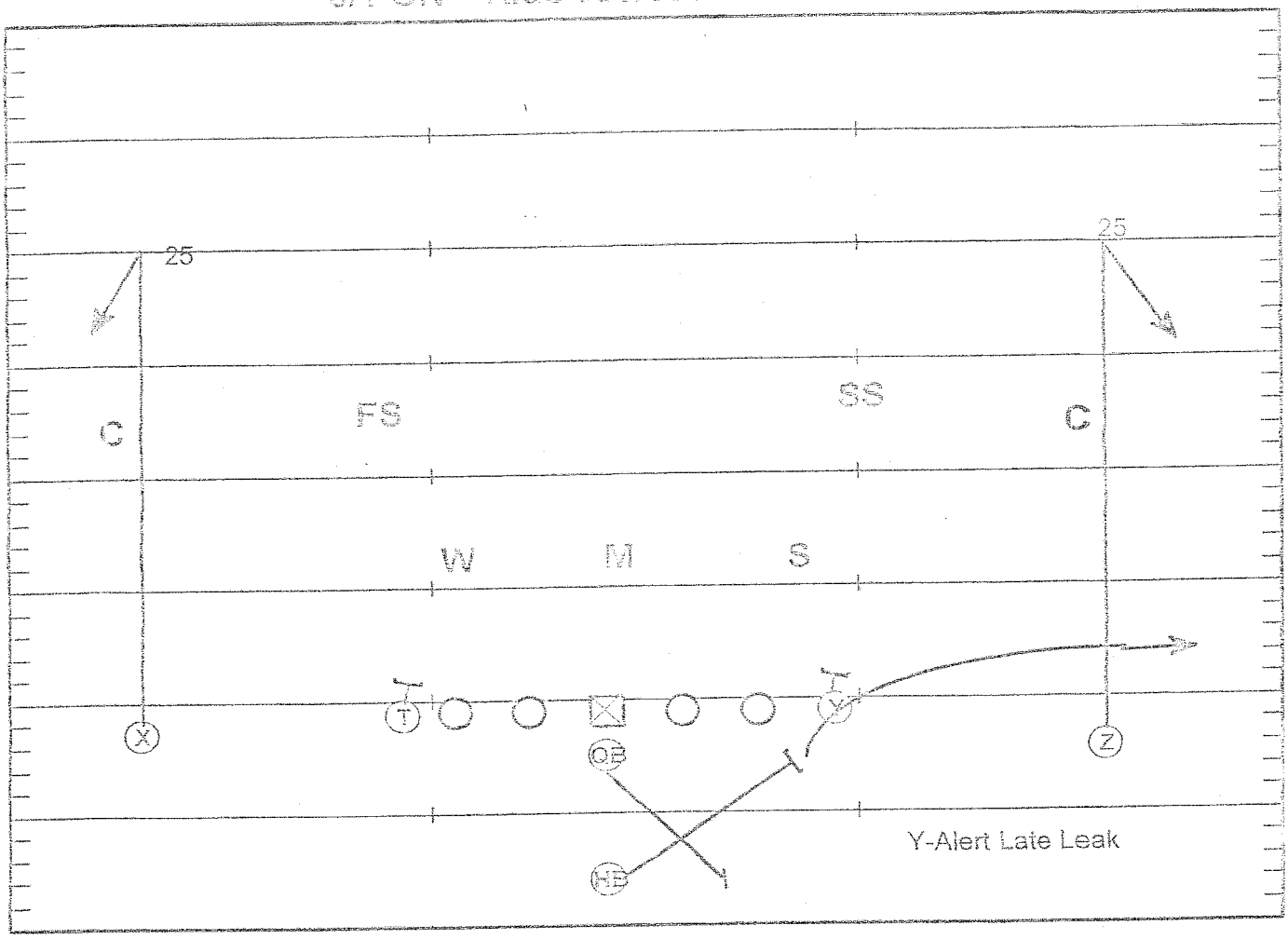
0/1 Strong 62/63 Semi Y-Choice



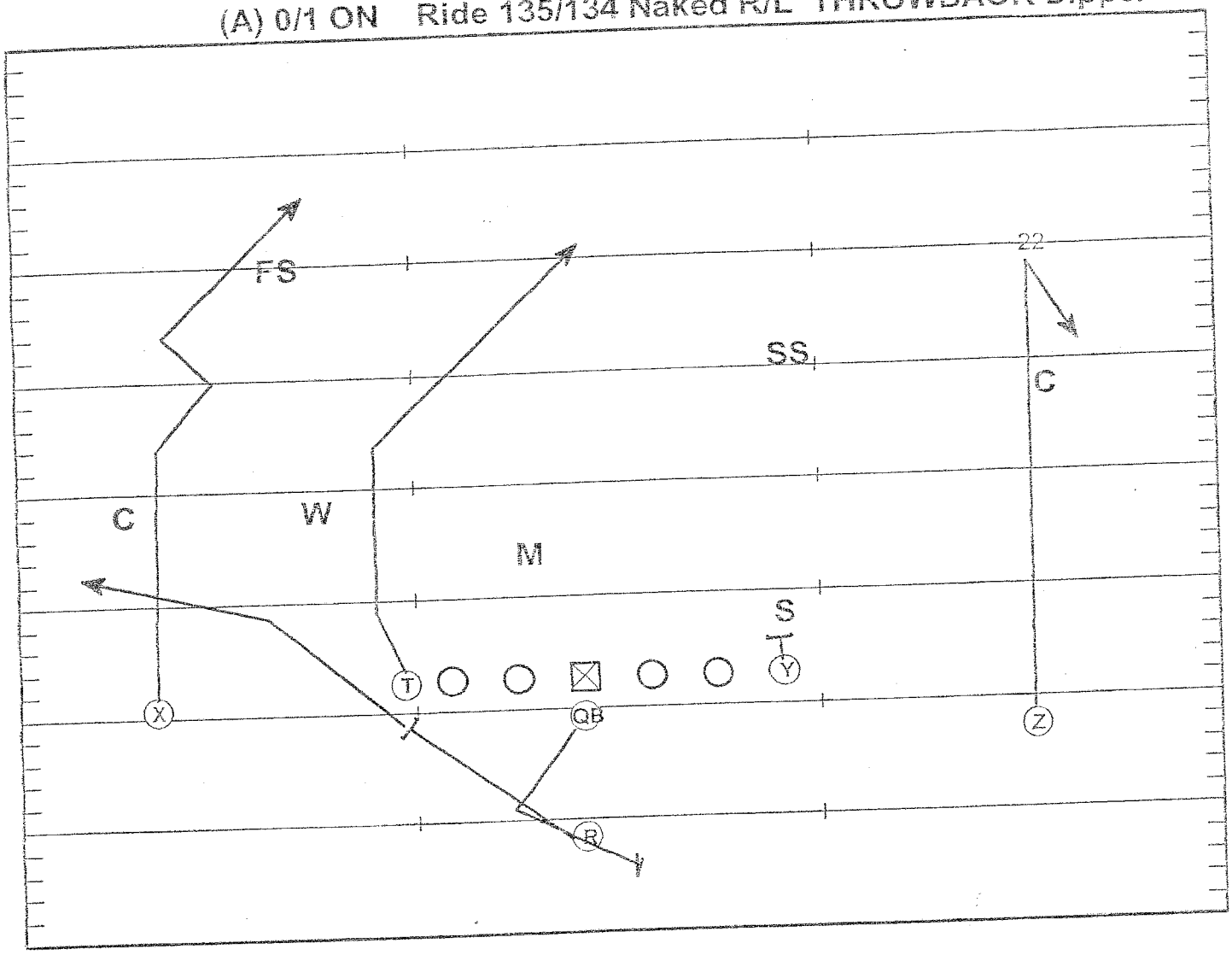
0/1 ON Ride 638/639 X-"V" Z-CROSS



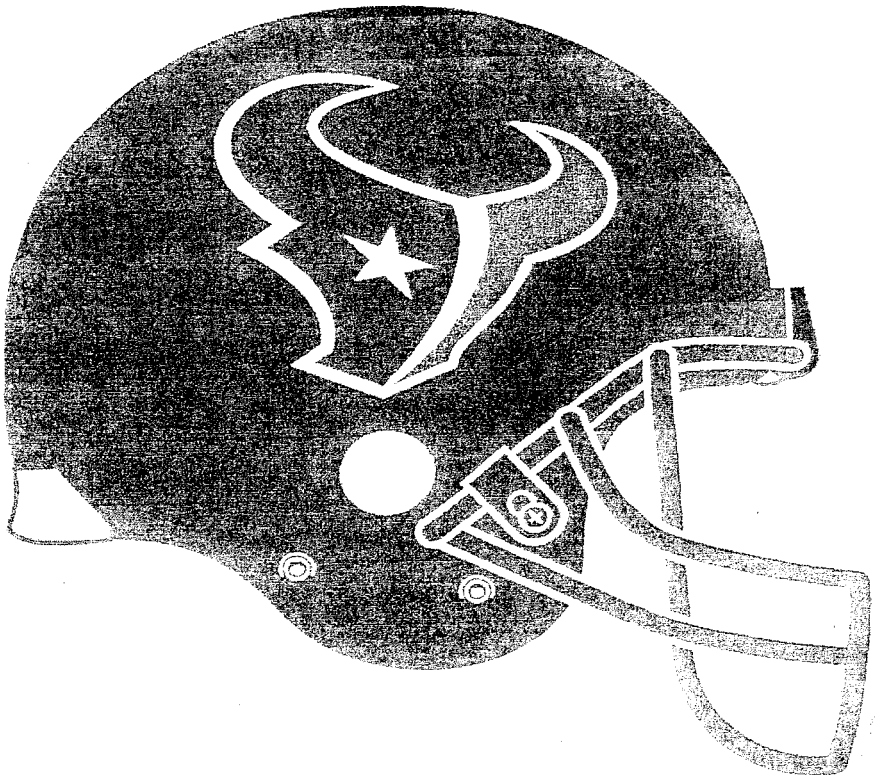
0/1 ON Ride 638/639 Comeback



(A) 0/1 ON Ride 135/134 Naked R/L THROWBACK Dipper



2003
TEXANS OFFENSE



MEETING #3

TEXANS OFFENSE

2003 TEXANS OFFENSE
Meeting #3

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Rip-Liz	4-5
560-561 Slip Screen	6-7
Sub (74/75)	8-11

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Counter 35/34 GB	14-15
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Counter 36/37 O	18-19
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Pass Game	Page:
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62/63 Z-Level X-Under	29
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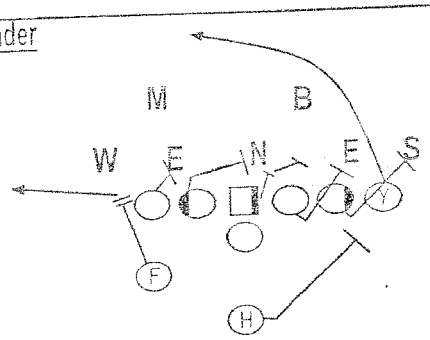
338/339 Nude Lt/Rt	41

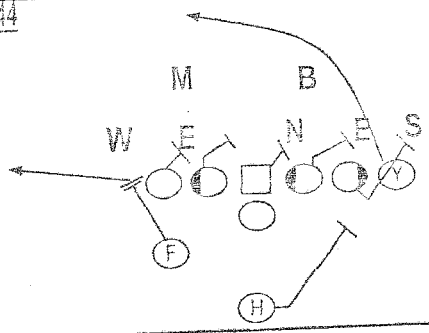
PROTECTION

Ride 338-339 Naked

34 Under



34 / 44



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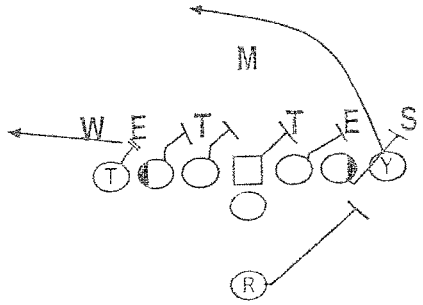
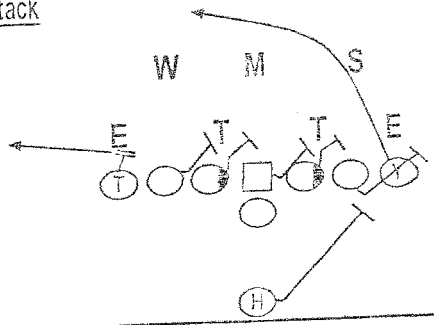
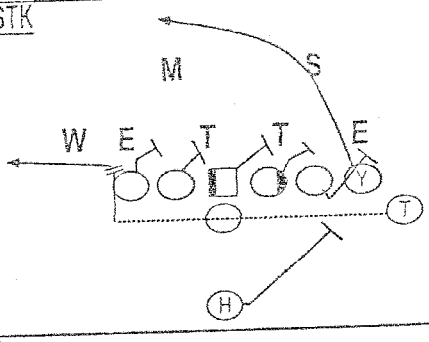


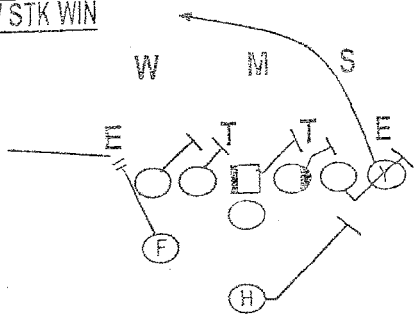
43 Stack



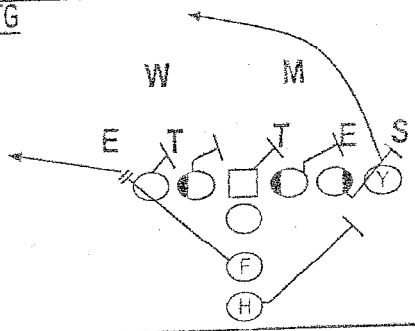
43 OV STK



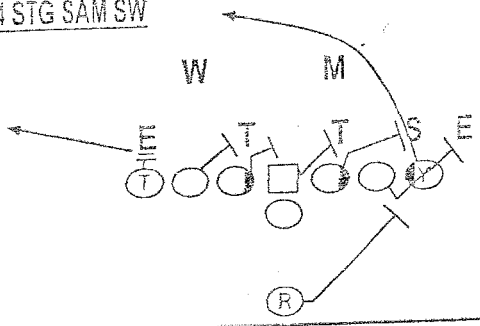
43 OV STK WIN



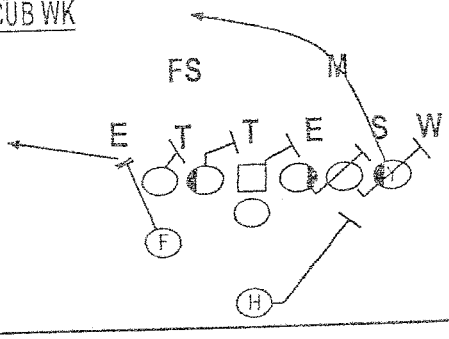
44 STG



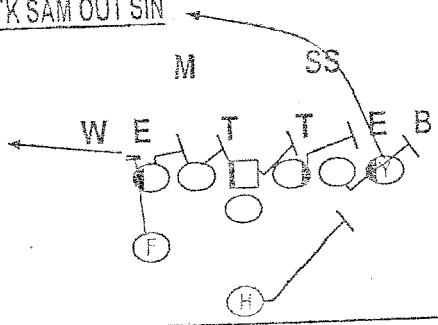
44 STG SAM SW



43 CUB WK



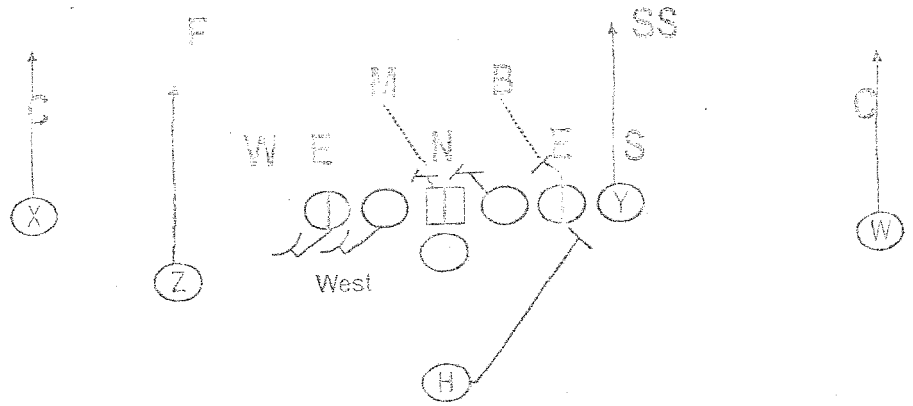
OV STK SAM OUT SIN



PROTECTION

Rip-Liz

34



Protection Concept:

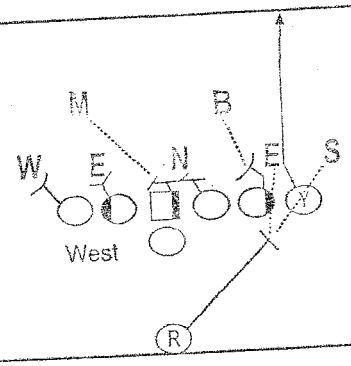
3 step Pass Pro Gap Protection with back cutting EMOL.

Z	Pattern		
Y	Pattern		
FRONTSIDE TACKLE	Inside Footwork Deuce	Slide to OLB	Do Not Vacate to uncovered Area
FRONTSIDE GUARD	Deuce, Ace, Slide to OLB	Alert Nasty	Do Not Vacate to uncovered Area
CENTER	Ace, East-West	Alert Nasty	Do Not Vacate to uncovered Area
BACKSIDE GUARD	Ace, East-West	Alert Nasty	Do Not Vacate to uncovered Area
BACKSIDE TACKLE	Ace, East-West	Alert Nasty	Do Not Vacate to uncovered Area
X	Pattern		
QB	Play Action 5 Step Drop		
T/W	Pattern		
HB	Cut 1st defender outside TE		

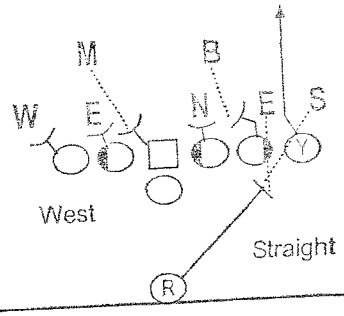
PROTECTION

Rip - Liz

34 Under



34/44



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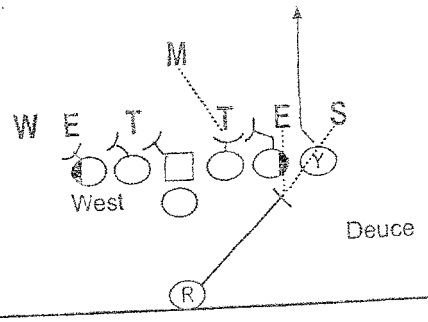
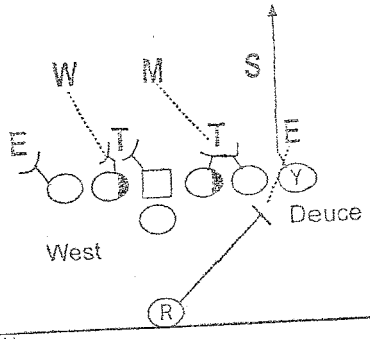
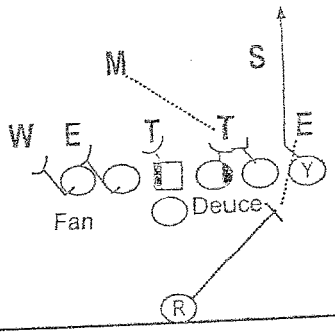


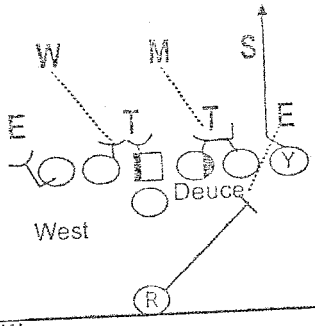
43 Stack



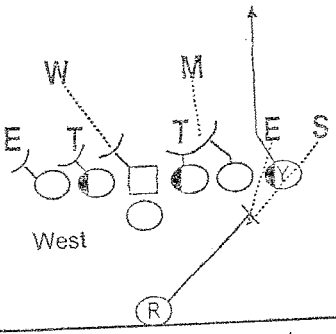
43 OV STK



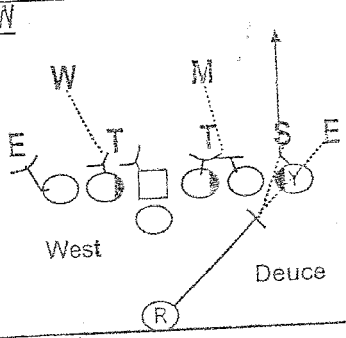
43 OV STK WIN



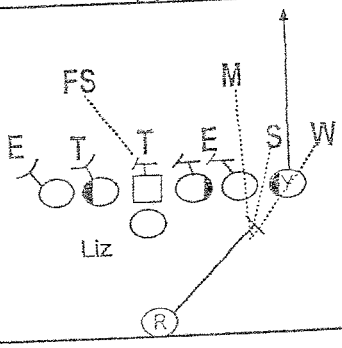
44 STG



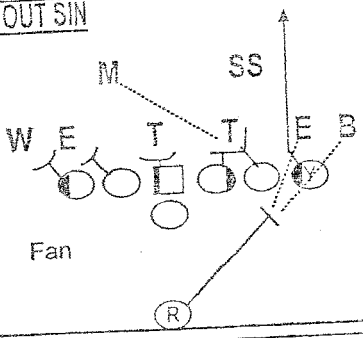
44 STG SAM SW



43 CUB WK

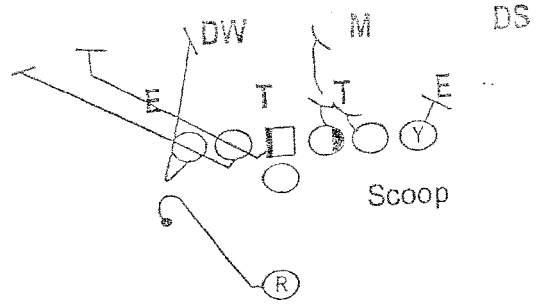


OV STK SAM OUT SIN

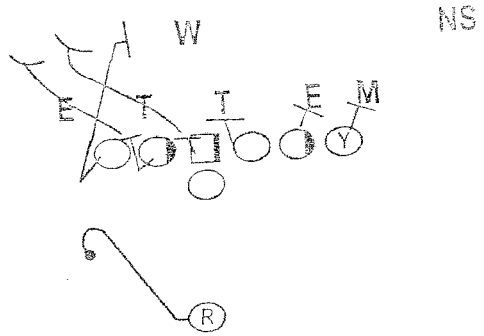


560-561 Slip Screen

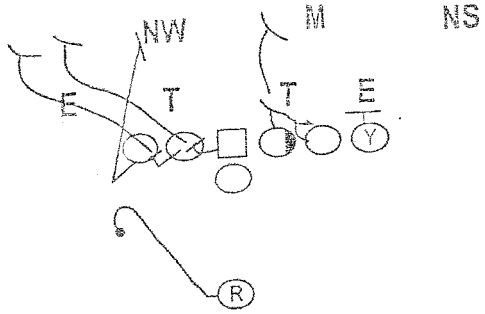
416 Over



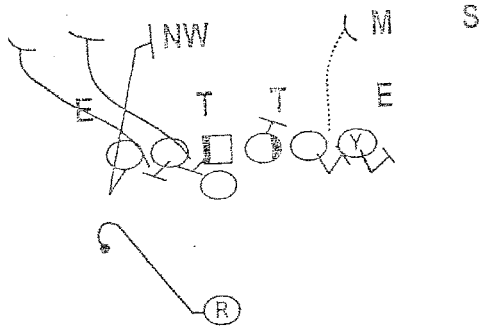
425 Under



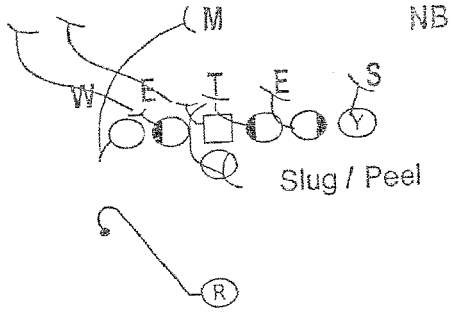
416 Even



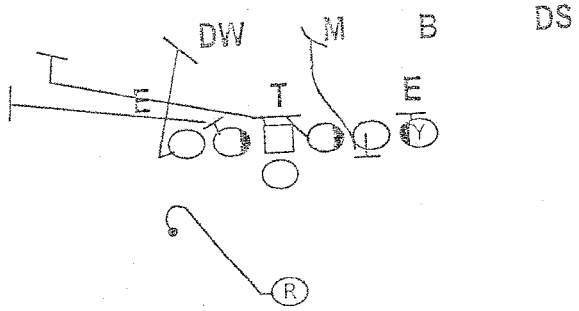
425 SOUT



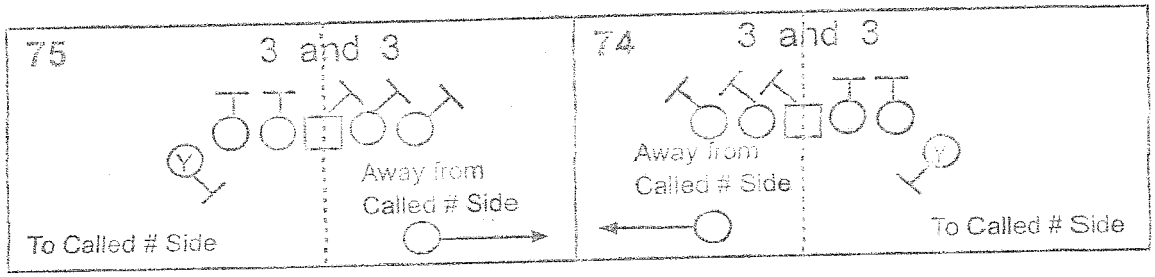
335 - 5 Down



326



SUB PROTECTION (74 / 75)



- TE Blocks 1st Blitzer To Called # to Scan Outside
- OL Blocks 1 Blitzer Away from Called # Side to Scan Outside
* Use same rules as Sub 76/77. 74/75 denotes TE will assume blocking back assignments.

QB CALLS: "SUB" = SUB Rules (denotes substituted defense)
"4 Down" Denotes 4 DL - 3 LB - 4 DB (Regular)
"3 Down" Denotes 3 DL - 4 LB - 4 DB (Regular)
'5 Down" Denotes Bear Front (OC / Both OG's Covered) - Base Rule
"BAT" Denotes 4 DL (Over or Under) and BAT is 4th DL

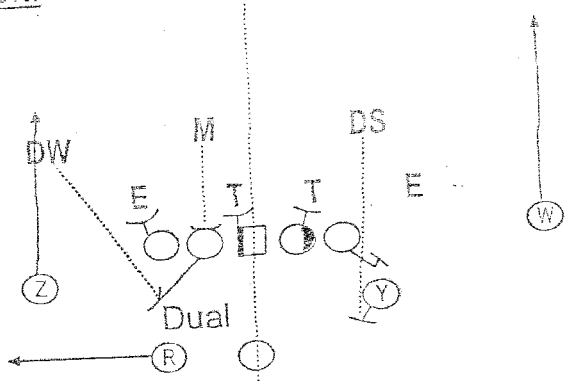
"LUCKY / RINGO" call by QB:
Both OL and TE work in direction called
LUCKY = Left
RINGO = Right
*QB will Identify LB'er Jersey # he wants OL to Block.

"SOLO" call by QB:
Solo = Block Base
Solo + 'R/L' = Solo + Dual by Uncovered OL and TE

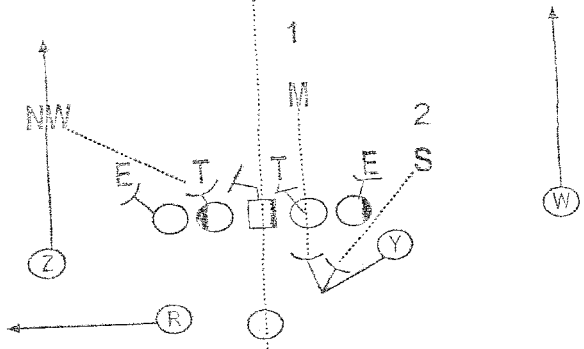
*Alert QB check to Liz/Rip or 82/83 Protection vs 5 Down
*Alert QB check to 82/83 Protection vs Blitz

SUB 74-75

416 Over

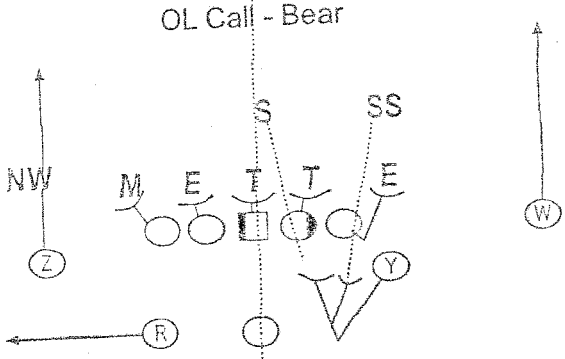


425 Under



425 - 5 Down

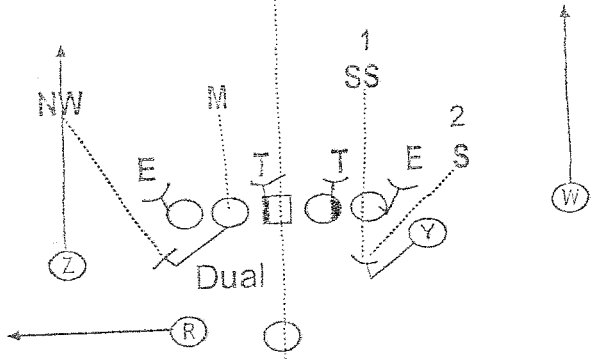
QB Call - 5 Down
OL Call - Bear



Alert Liz
Alert to Check 82/83

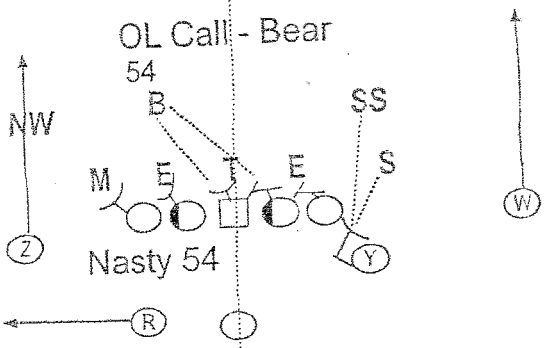
Alert Squeeze

425 SOUT SIN



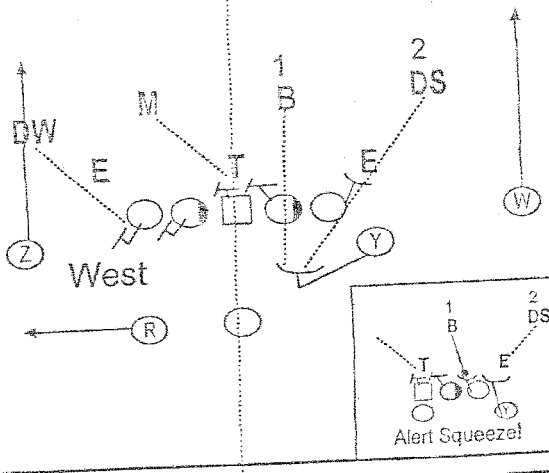
335 - 5 Down

OL Call - Bear



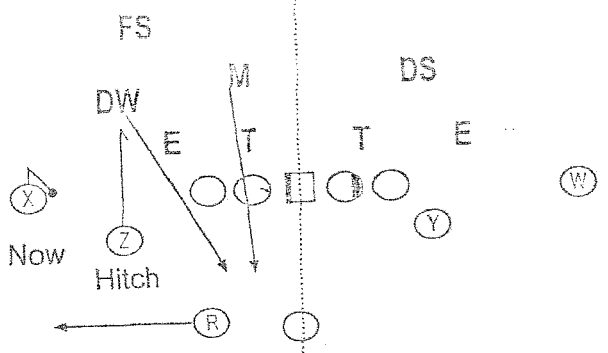
QB Call - Liz

326 - Odd

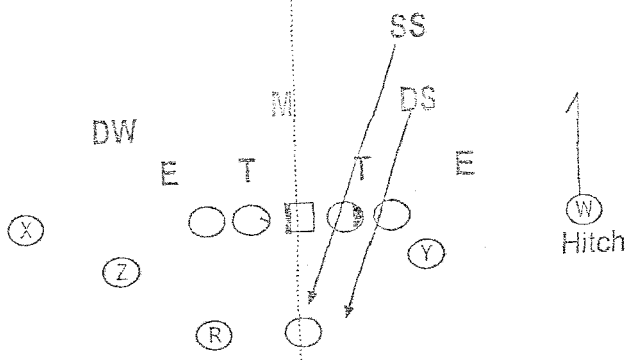


SUB 74-75 Sight Adjustments

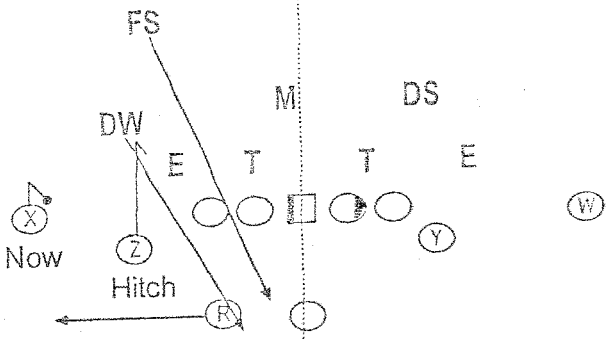
Half Rt vs 2 Weak



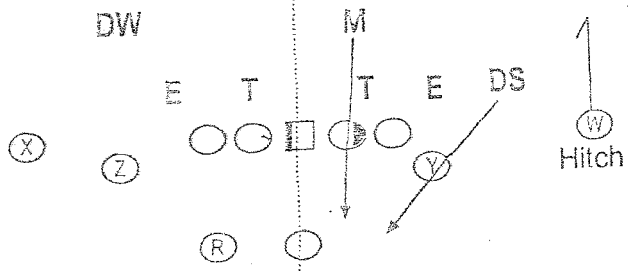
Half Rt vs 2 Strong



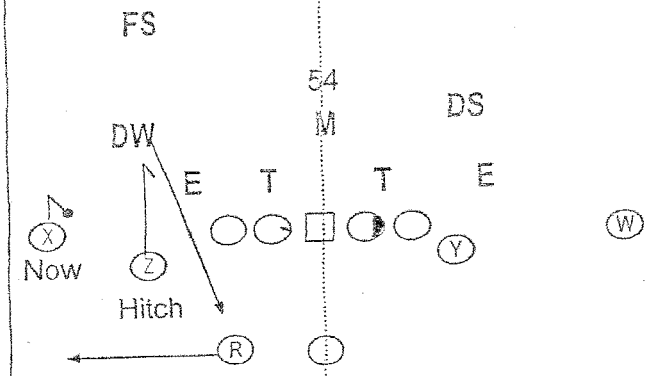
Half Rt vs 2 Weak



Half Rt vs 2 Strong

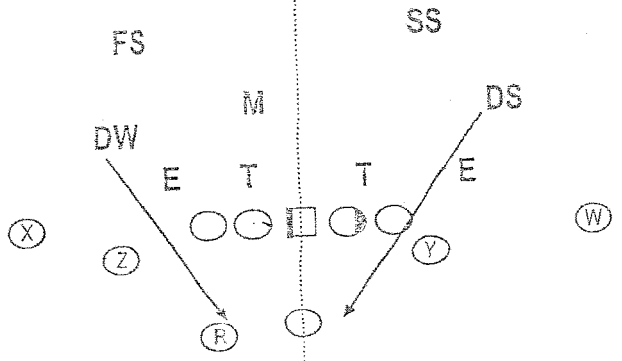


1 Weak with RINGO call



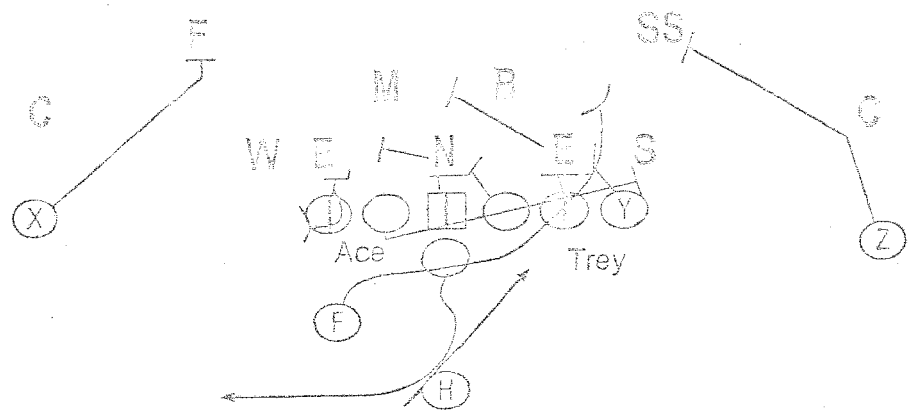
Ringo 54

Half Rt vs 1 Each Side No Adjustments



COUNTER 36-37 GB

34



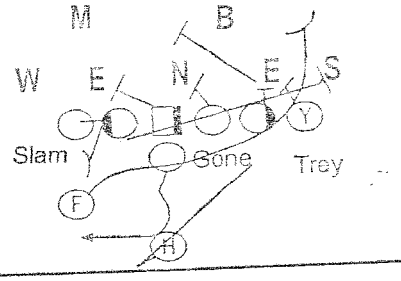
O Weak

Concept: Attitude Play. Angle Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral.

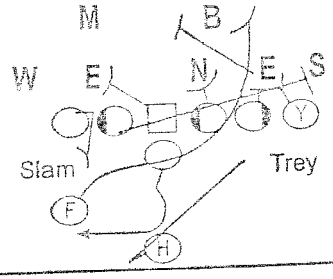
Z	Block Force.
Y	Angle, leave 2 defenders, Trey.
FRONTSIDE TACKLE	Angle, Trey Deuce Down Gone
FRONTSIDE GUARD	Angle, Deuce Ace Down Gone
CENTER	Angle, (BS A-Gap) Ace Slam Gone
BACKSIDE GUARD	Pull and Trap 1st Defender Outside TE Target is nearest point of contact
BACKSIDE TACKLE	Seal Cutoff, Slam, Sift
X	Block Running Lane
QB	Counter Footwork. Open an H back Hand Off Over the Top. Continue on course and Fake Naked.
FB	Step and Pull on Track of Off-Guard. Read Trap to Adjust.
HB	CTR Steps to gain good relationship with OG/FB

COUNTER 36-37 GB

34 Under

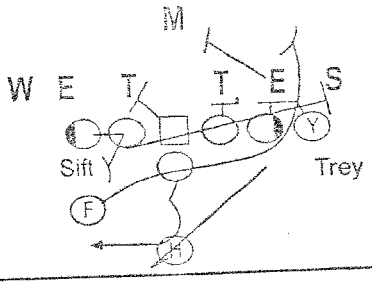


34 / 44

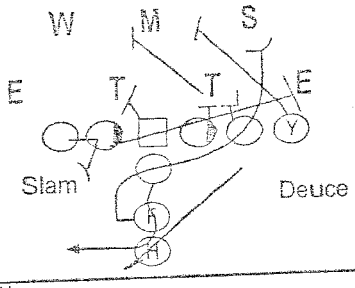


43

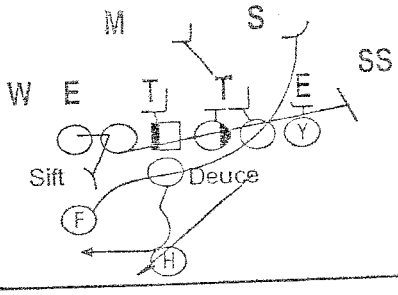
C.P. Deuce/Trey Priority



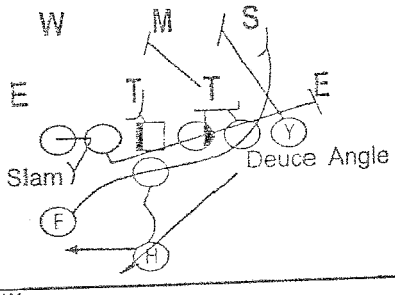
43 Stack



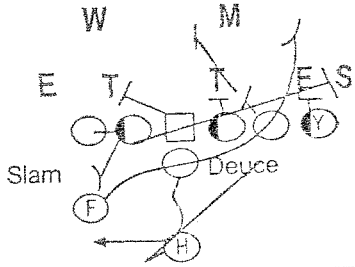
43 OV STK



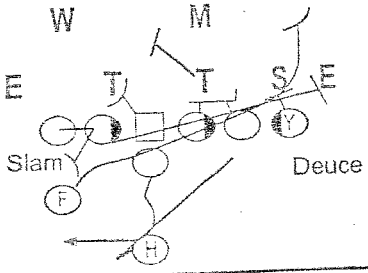
43 OV STK WIN



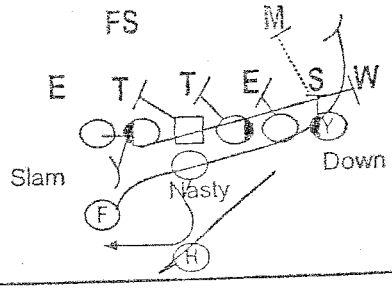
44 STG



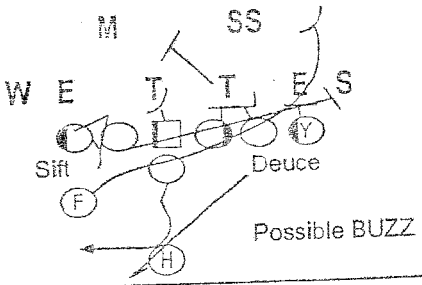
44 STG SAM SW



43 CUB WK

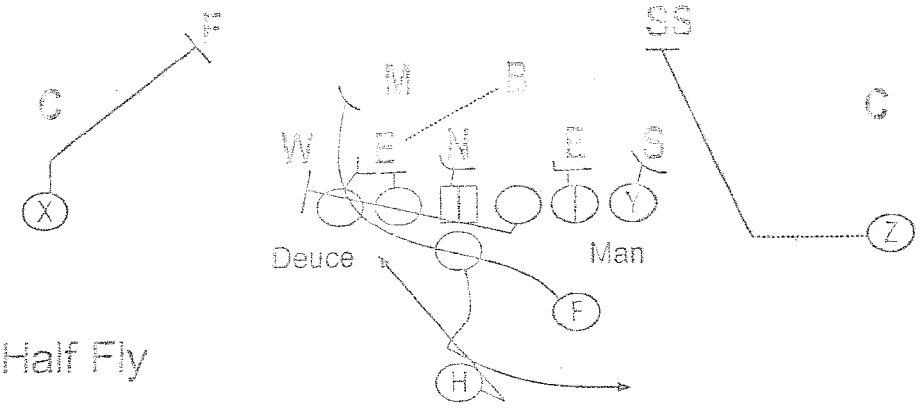


OV STK SAM OUT SIN



COUNTER 35-34 GB

34

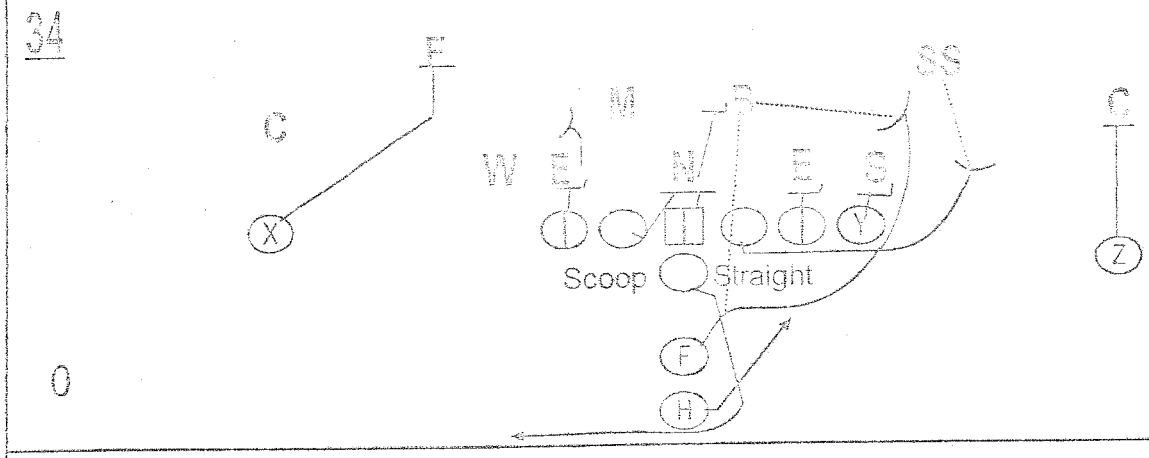


0 Strong Z Half Fly

Concept: Attitude Play. Misdirection play off Full flow action. Angle Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral. Audible vs Overhang.

Z	Block Running Lane.
Y	Block Backside Cutoff #3 Man Moon Danger
FRONTSIDE TACKLE	Angle Deuce Gameplan Head/Shoulder Fake or Straight Note: Alert Straight Call to Backside Guard
FRONTSIDE GUARD	Angle Deuce Ace Gone
CENTER	Angle, (BS A-Gap) Ace Slam Gone
BACKSIDE GUARD	Pull and Trap 1st Defender Outside Tackle Target is nearest point of contact Alert to "STRAIGHT" Call by FST
BACKSIDE TACKLE	Slam Sift Man Moon Danger
X	Block Weak Force.
QB	Open to H back, hand off over top Boot Away.
FB	Step and Pull to let QB/OG clear. Pull, block FSLB.Read pulling Guard block for path. Read his Numbers. vs KO-Underneath vs Log-Go Around
HB	Counter Slide Step to outside hip of OG. Plant and key block of Fullback. Option run off FB block.

RIDE 36-37 G-LEAD

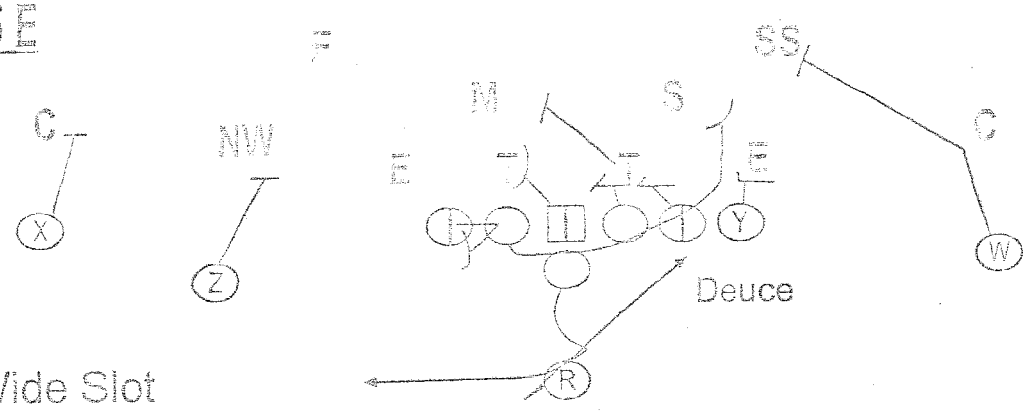


Concept: Blocking Scheme that attacks the perimeter by separating the defense with angles and pulling.

Z	Block 2nd Force
Y	Block Man Over, U-Call, Alert Straight / Choke
FRONTSIDE TACKLE	Block Man over, U Call when DE is too wide to reach. Uncovered, Block Down, Alert 'Swap' / 'Cat'
FRONTSIDE GUARD	Pull and block Safety Position (Hook or Reverse) Alert to Choke (#4 Position on LOS) Alert U-Call between T/TE. Be Patient!
CENTER	Block Man Over #0. Uncovered Reach DT when Too Tight to get Mike Alert 'Cat' vs Tackle-Bubble (Possible Swap)
BACKSIDE GUARD	Block Man Over #1. Scoop Slug
BACKSIDE TACKLE	Block Man Over #2. Sift Scoop Slug
X	Block Running Lane
QB	Front Out. Get Ball deep to HB. Boot Away.
FB	Fill for man over FSG. Alert to Swap, Block 1st Stack LB Position
HB	Open, Crossover Downhill. Read POA Blocks.

COUNTER 36/37 O

N 425 E

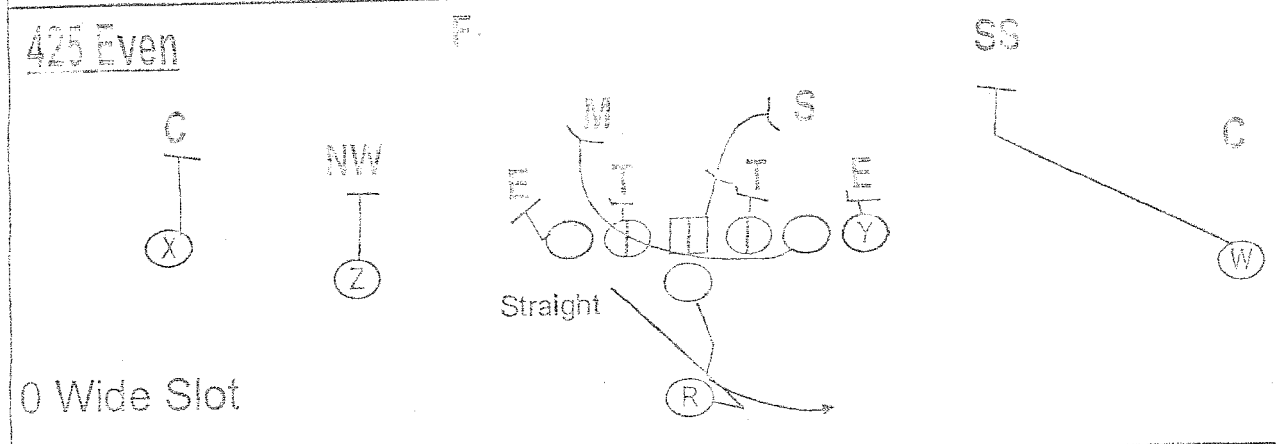


0 Wide Slot

Concept: A 1-Back Counter Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral. BSG will trap Sam. Used vs 6 in the Box. QB check out vs 7-In Box.

Z	Block Man Over.
Y	Block DE to MLB. (2nd LB Position) Use Angle Rules when Covered by Sam. Block Out vs Switch
FRONTSIDE TACKLE	Deuce or Trey to MLB (2nd LB Position)
FRONTSIDE GUARD	Angle Deuce Ace Gone
CENTER	Angle, (BS A-Gap) ID Mike/Buc Ace Slam Gone
BACKSIDE GUARD	Pull and Trap Sam (OLB) or Sam Player
BACKSIDE TACKLE	Seal Cutoff, Slam, or Sift (Game Plan)
X	Block Running Lane
QB	CTR Action to hand off/ CTR Fake (Break Perimeter). Check vs 7 in Box
W	Block Force.
HB	Jab Step to gain good relationship with OG on FSLB. Key Dbl Team to Pulling Guard. Gun = UBH

COUNTER 35/34 T

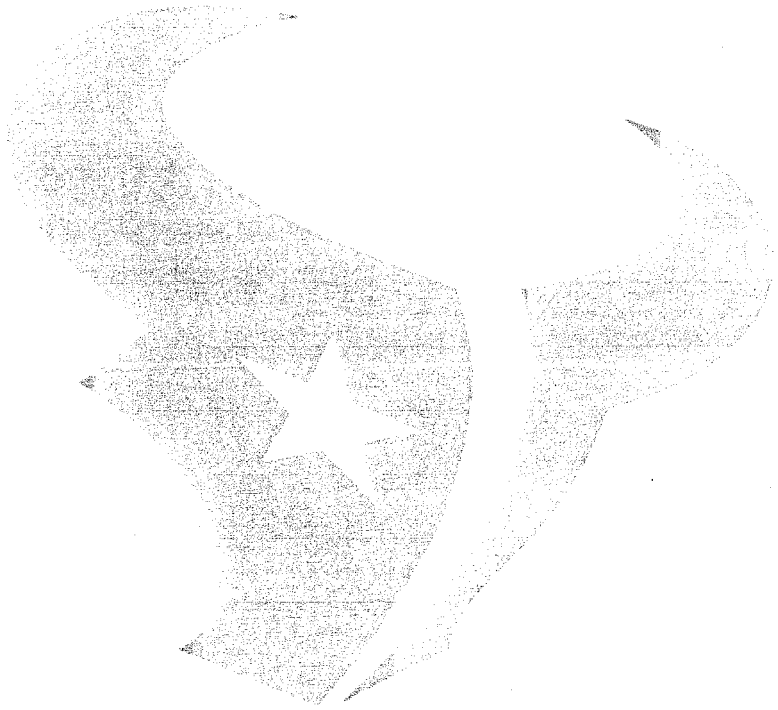


Concept: Single Back Counter to Open Side vs 6 in Box. Angle Blocking Scheme designed to Prevent Penetration and Separate the defense by driving DL lateral.
Audible vs 7 in Box, Overhang.

Good Play out of Gun.

Z	Block Man Over
Y	Block Man Over Moon Danger
FRONTSIDE TACKLE	Angle Deuce Straight Gameplan Head/Shoulder Fake Note- Alert Straight Call to BS Tackle.
FRONTSIDE GUARD	Angle Deuce Ace vs G-Bubble or FSG has angle on DT call straight
CENTER	Angle, (BS A-Gap) Ace Gus Back Gone
BACKSIDE GUARD	Block Man over, uncovered alert Gus - Pull and Trap/Lead on LB
BACKSIDE TACKLE	Pull and Trap 1st Defender Outside OG vs Straight Trap LB
X	Block Man On
QB	Counter footwork, hand ball , boot away
W	Block Running Lane
RB	Counter Slide Step to TE. Key block of Pulling Tackle. (Gun=UBH)

Houston Texans



Pass Game

THE LEVEL PACKAGE

These plays will be run from any 3-1 or 2-2 Set.
Protections: 62/63 and 76/77

RULES:

Call Protection and then the play.

PLAY CALL MECHANICS

1. Call the specific receiver on a Level Route which is a 3-5 yard Crossing Route with the ability to sit down in zone.

2. The first inside receiver will run a 10 yard In Route without it being called.

3. The third receiver will run a Post Route if detached (convert to Fade vs. Press, Cover 2, and 2 Man). The third receiver will run a Corner Route if in a Wing Position.

4. Backside receiver will run a 14 yard Semi Curl.

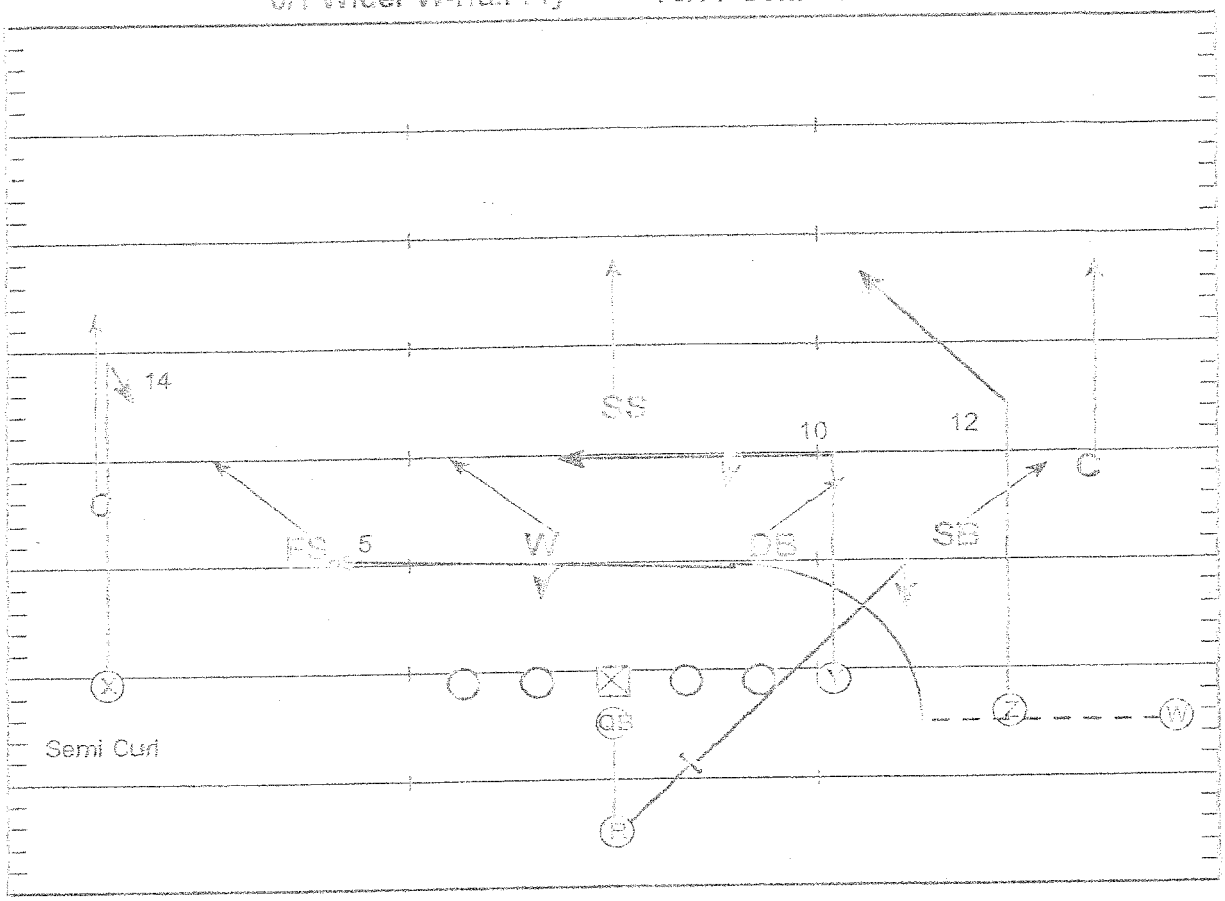
5. The back will run a route according to protection.

PLAYS

HOT/SIGHT ADJUSTMENT RULES

Based on Route

0/1 Wider W-Half Fly 76/77 Semi W Level



QB: 5 Step Drop – Read W – Y - Z

X: Minimum Split – Execute a 14 Yard Semi Curl

Z: Seam Alignment – Execute Post Route with conversions

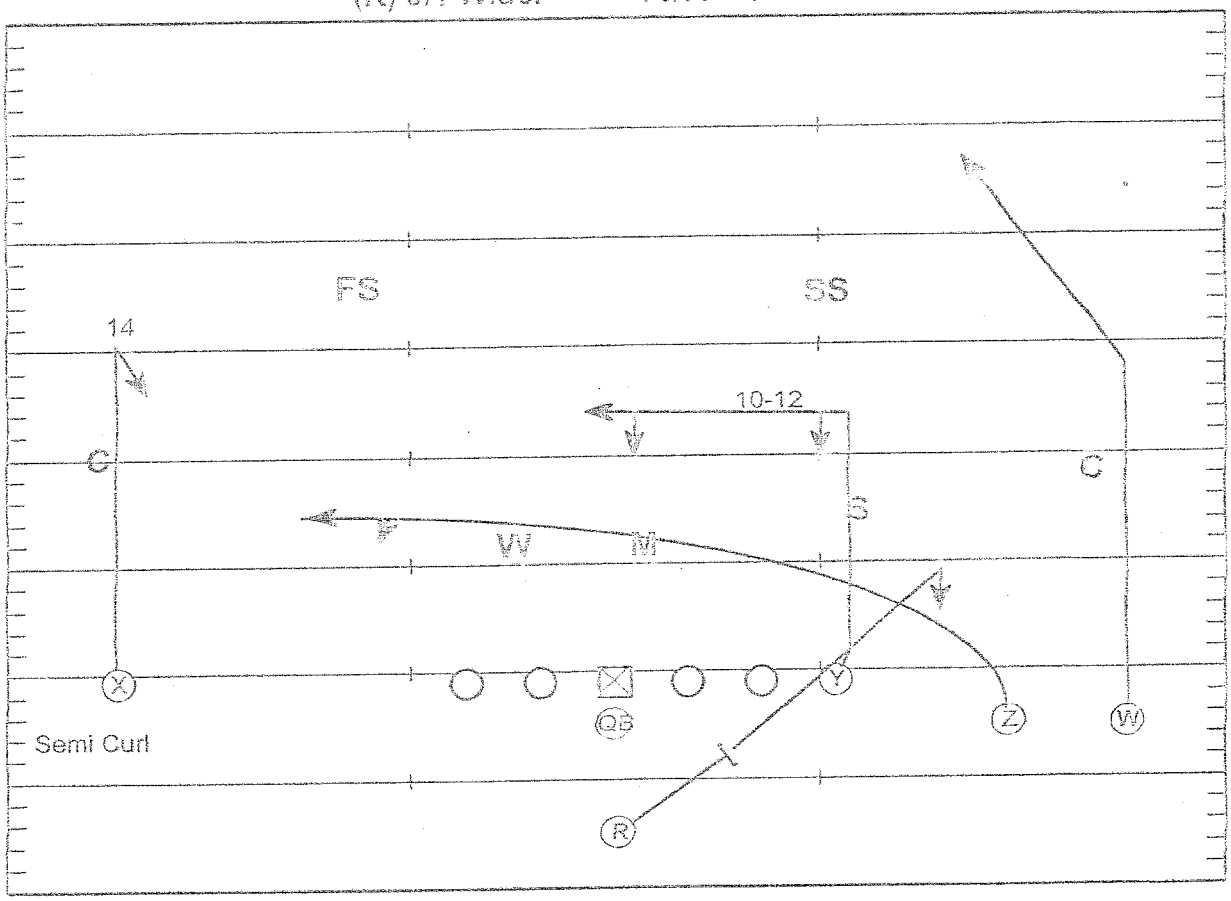
Y: Execute a 10 Yd. In Route

W: Half Fly from Wider Alignment – Execute a Level Route

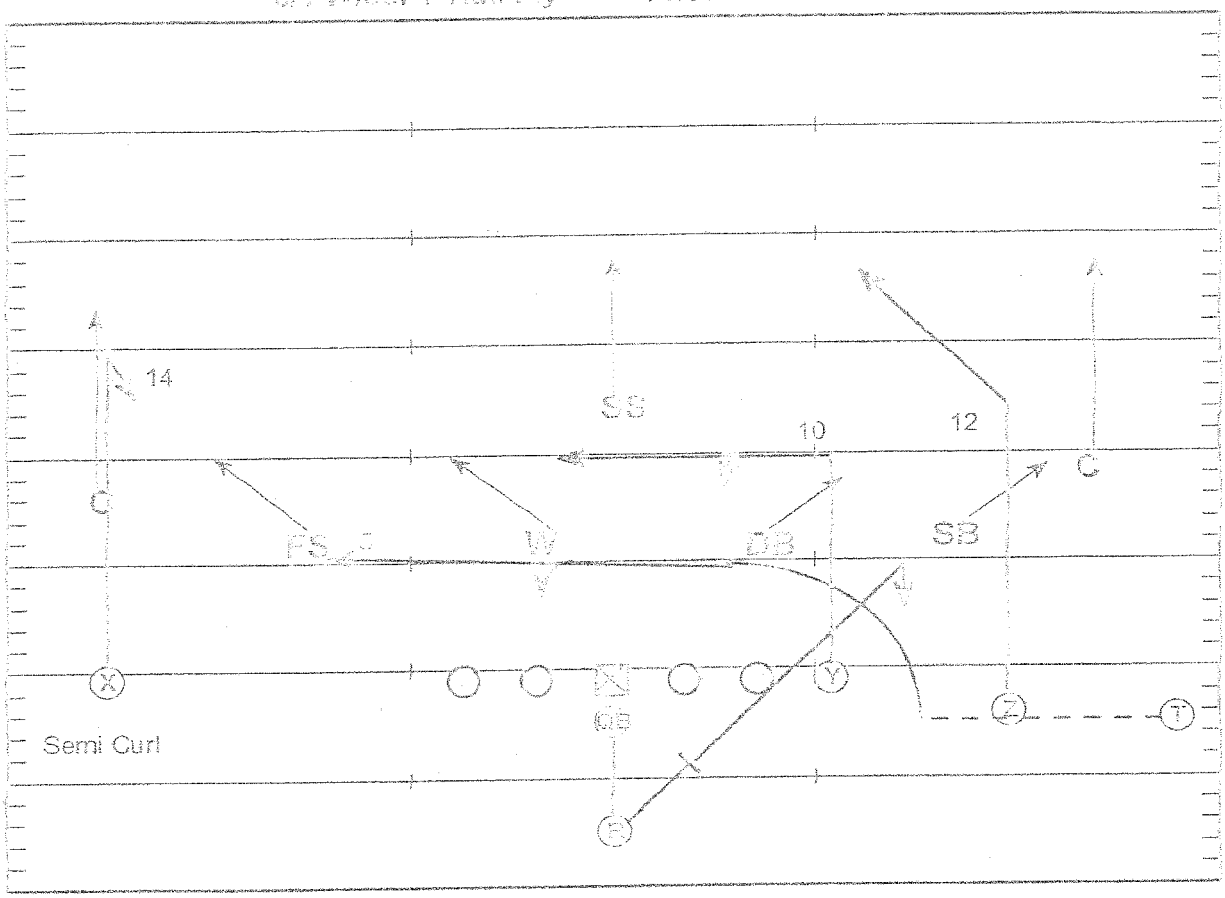
R: Block Protection – N/T Execute a Slow Flat

FORMATIONS:

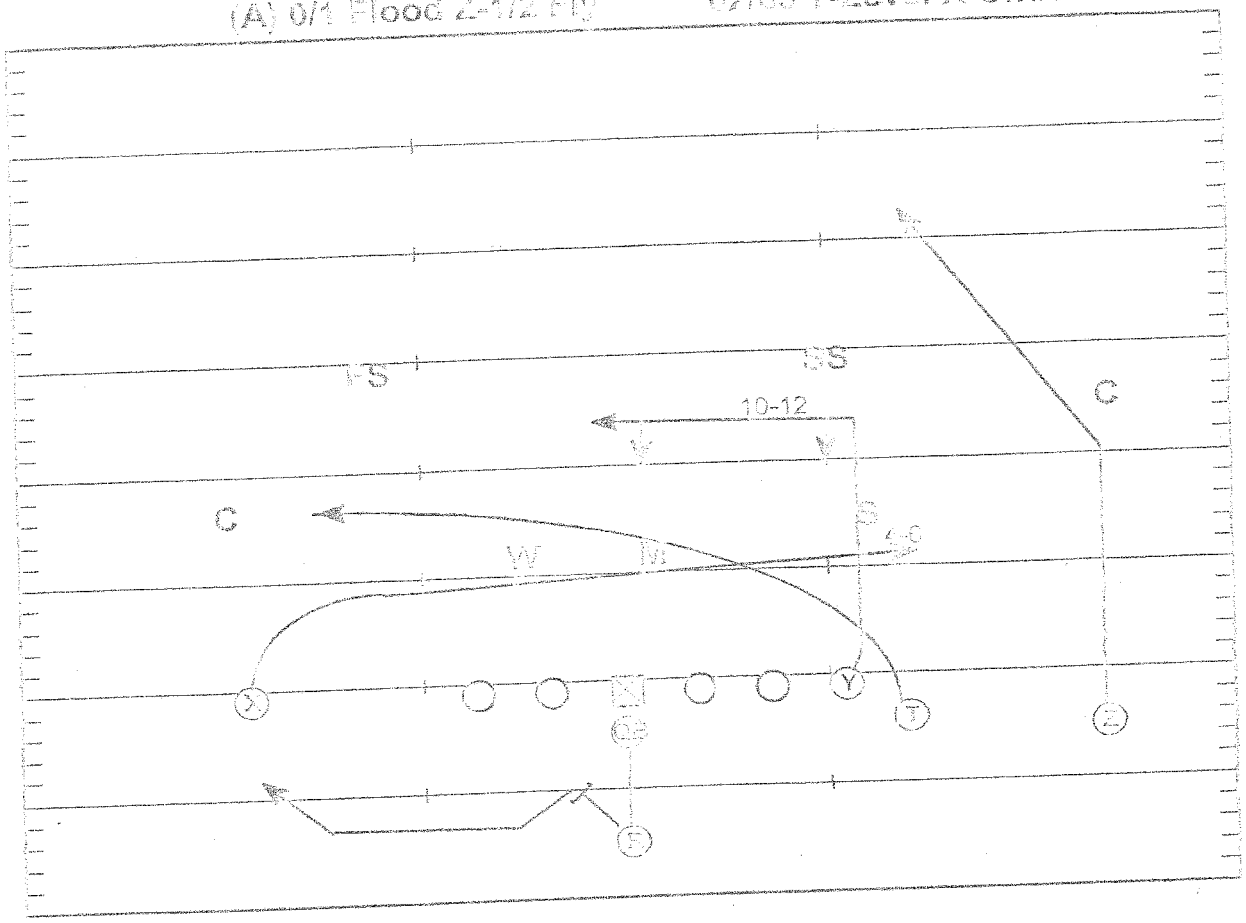
(K) 0/1 Wider 76/77 Semi Z-Level



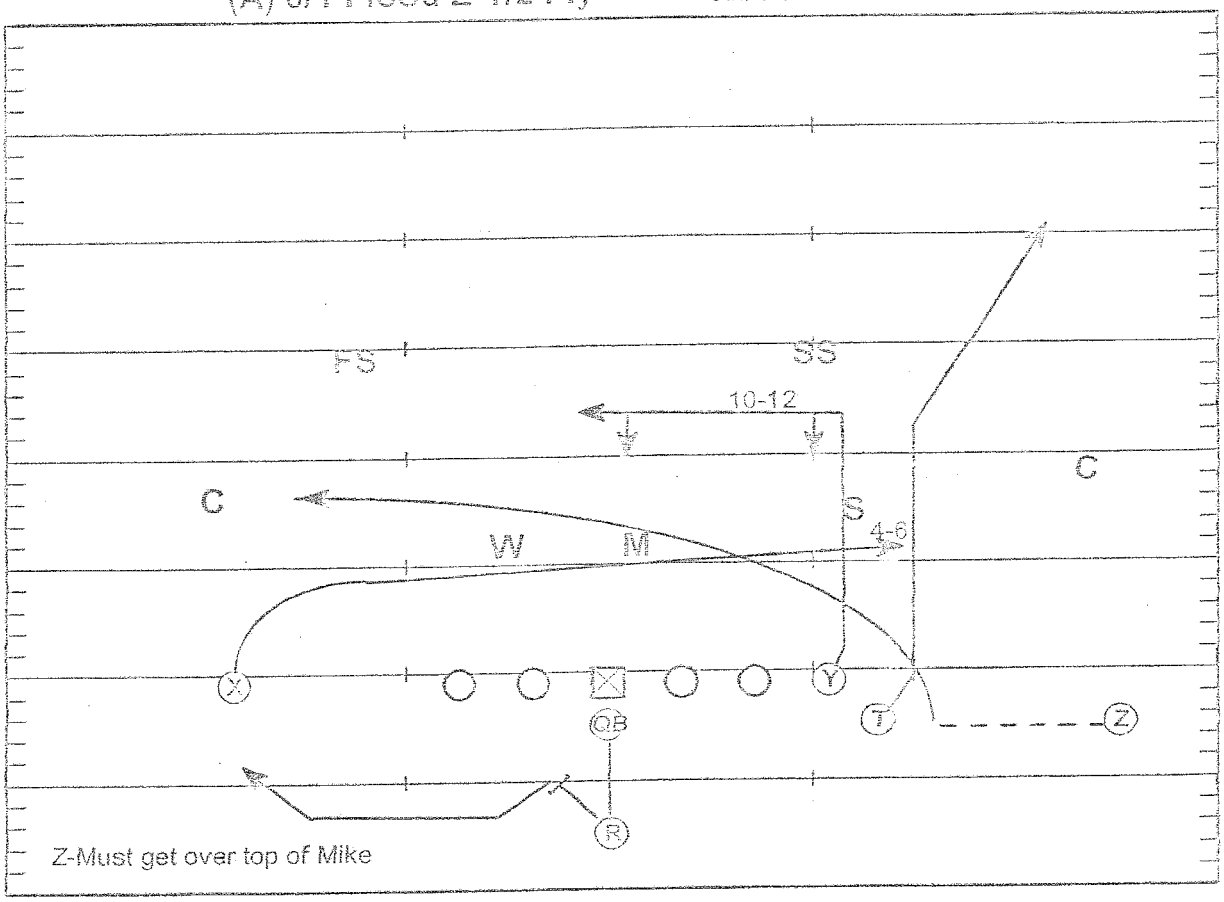
0/1 Wiper T-Halt Fly 76/77 Semi T Level



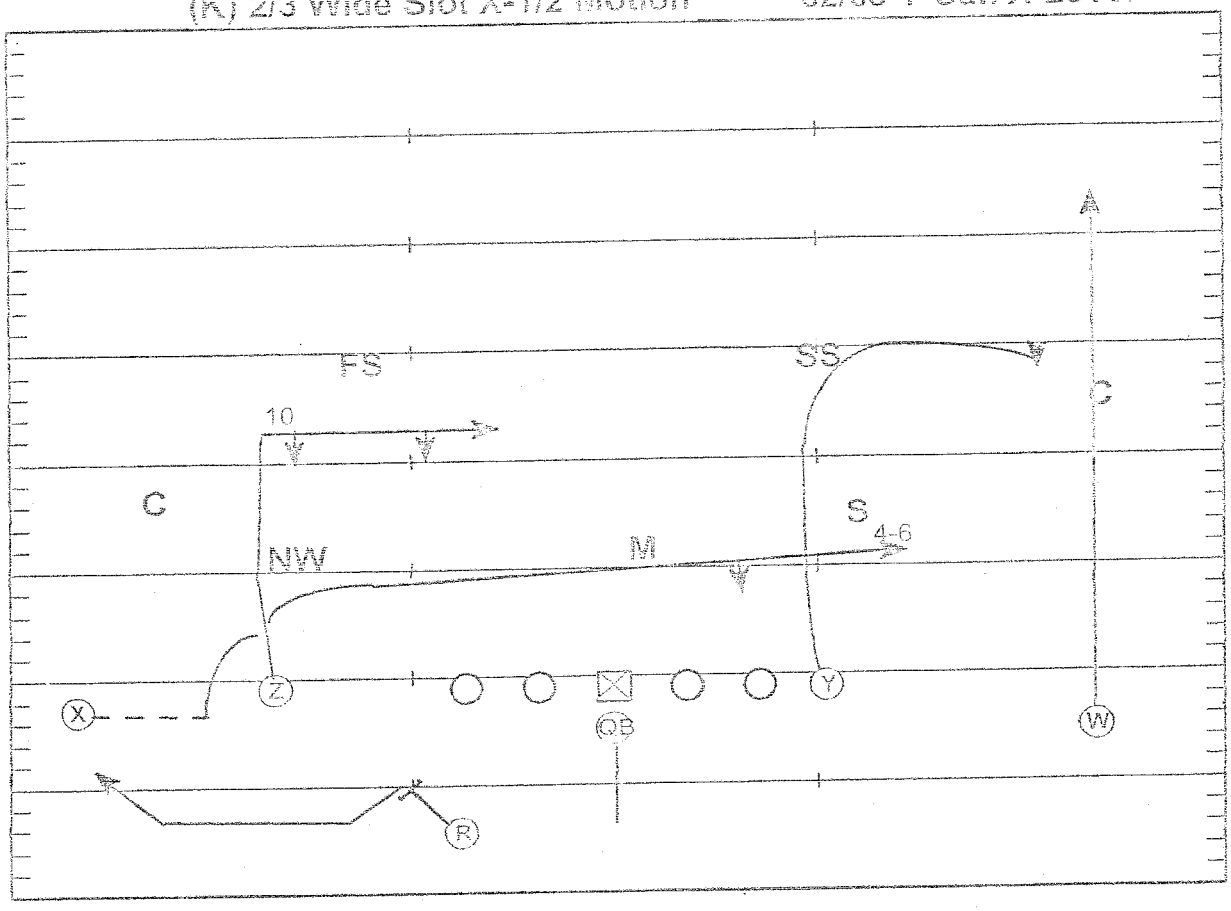
(A) 0/1 Flood Z-1/2 Fly 62/63 T-Level X-Under



(A) 0/1 Flood Z-1/2 Fly 62/63 Z-Level X-Under



(K) 2/3 Wide Slot X-1/2 Motion 62/63 Y-Sail X-Level

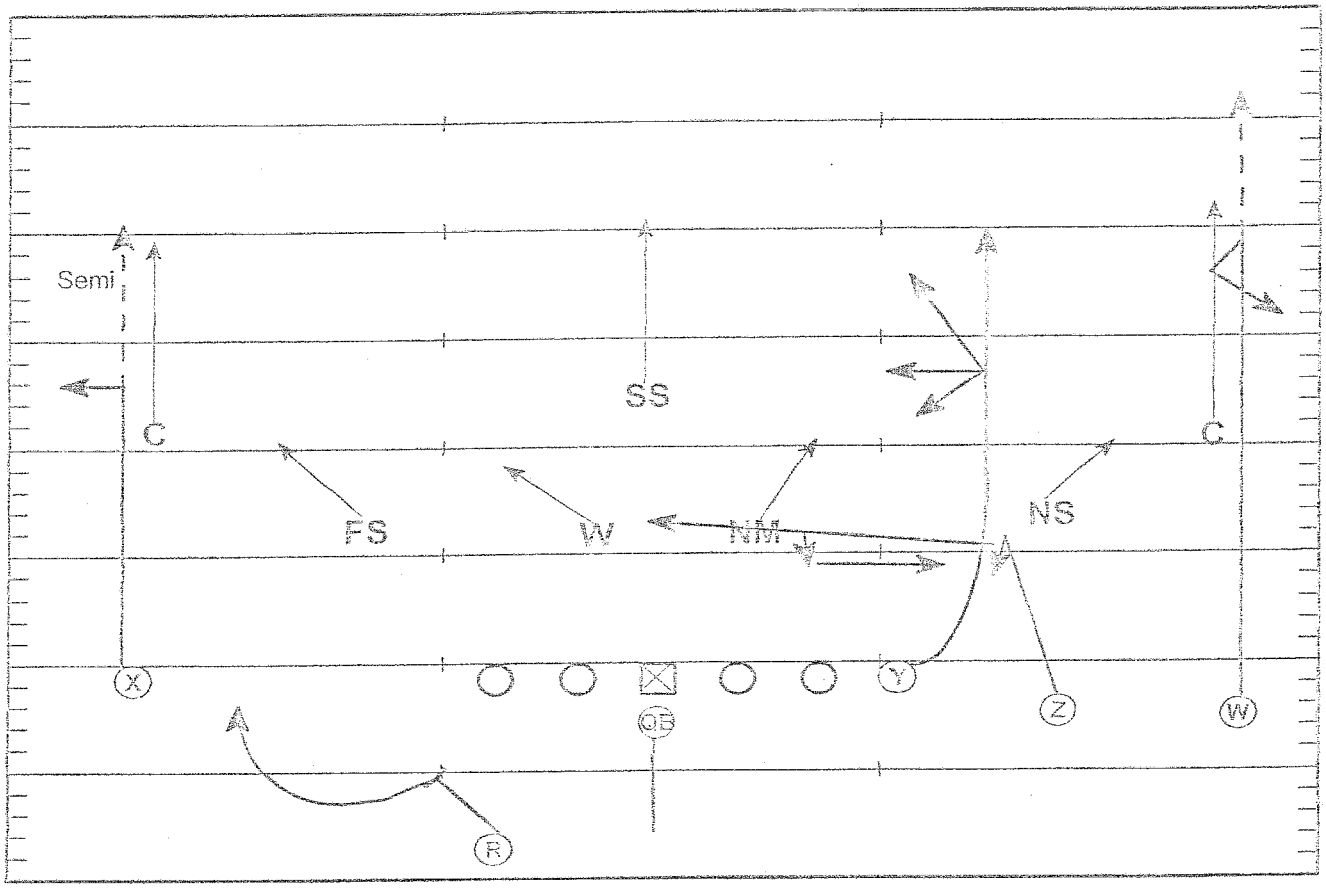


THE READ PACKAGE

CONCEPT

Route designed to Isolate a receiver giving him a chance to get open based on defender's techniques (Semi). A Streak Read Concept is built in away from Read Route.

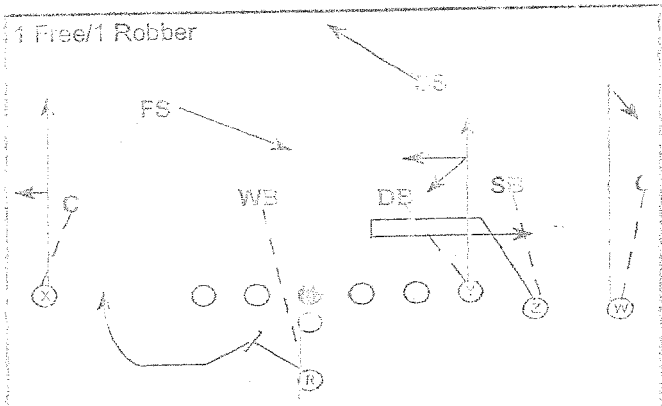
2/3 Wider 62/63 X Read



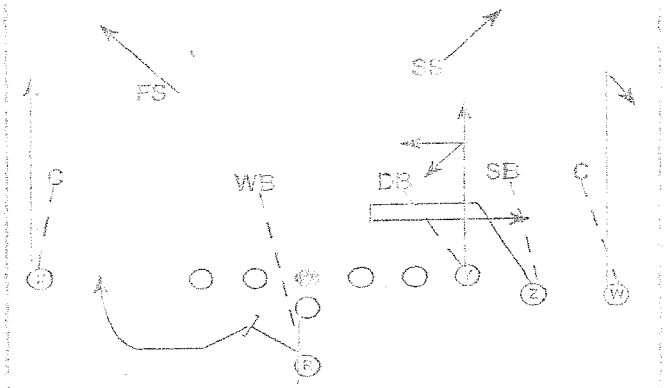
QB:	7 to 5 Step Drop – vs. Post Safety - X to Y to W to Z Vs. Cover 2 – Y to W to Z
X:	Minimum Split – Run Semi or Go based on Corner. Go vs. 2, 2 Man, Press.
Z:	Seam Alignment – Execute Shallow
Y:	Execute Streak Read
W:	Execute Outside Streak Read (Max Plus Split)
R:	Block Protection Rule - N/T Execute M Route

2/3 Wider 62/63 X Read

1 Free/1 Robber



2 Man/2 Man



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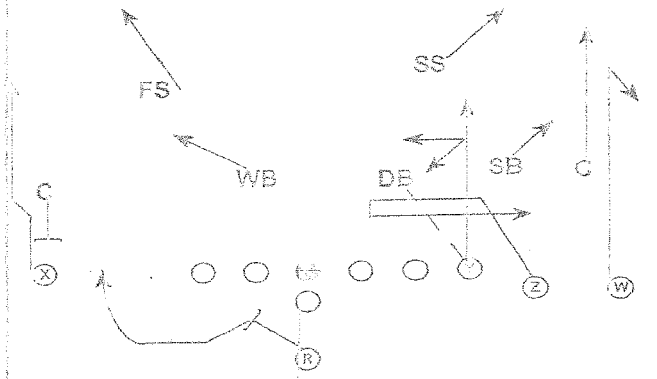

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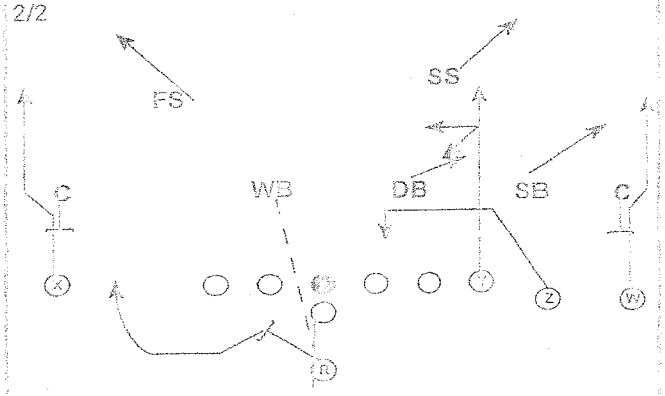

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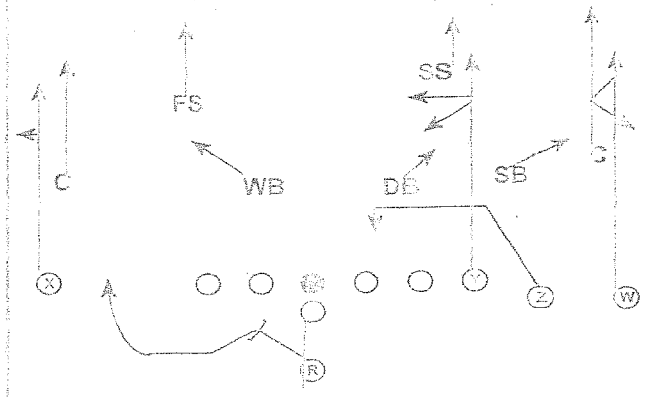
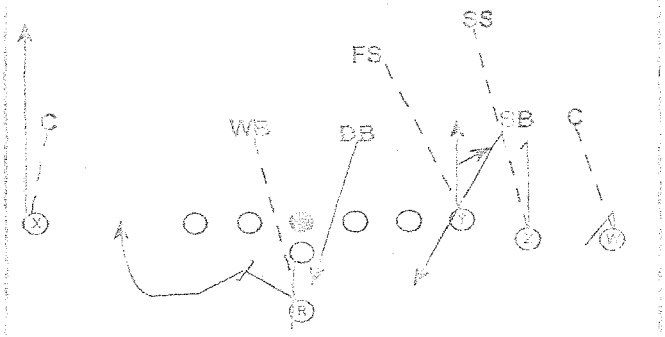


Blitz 0/0



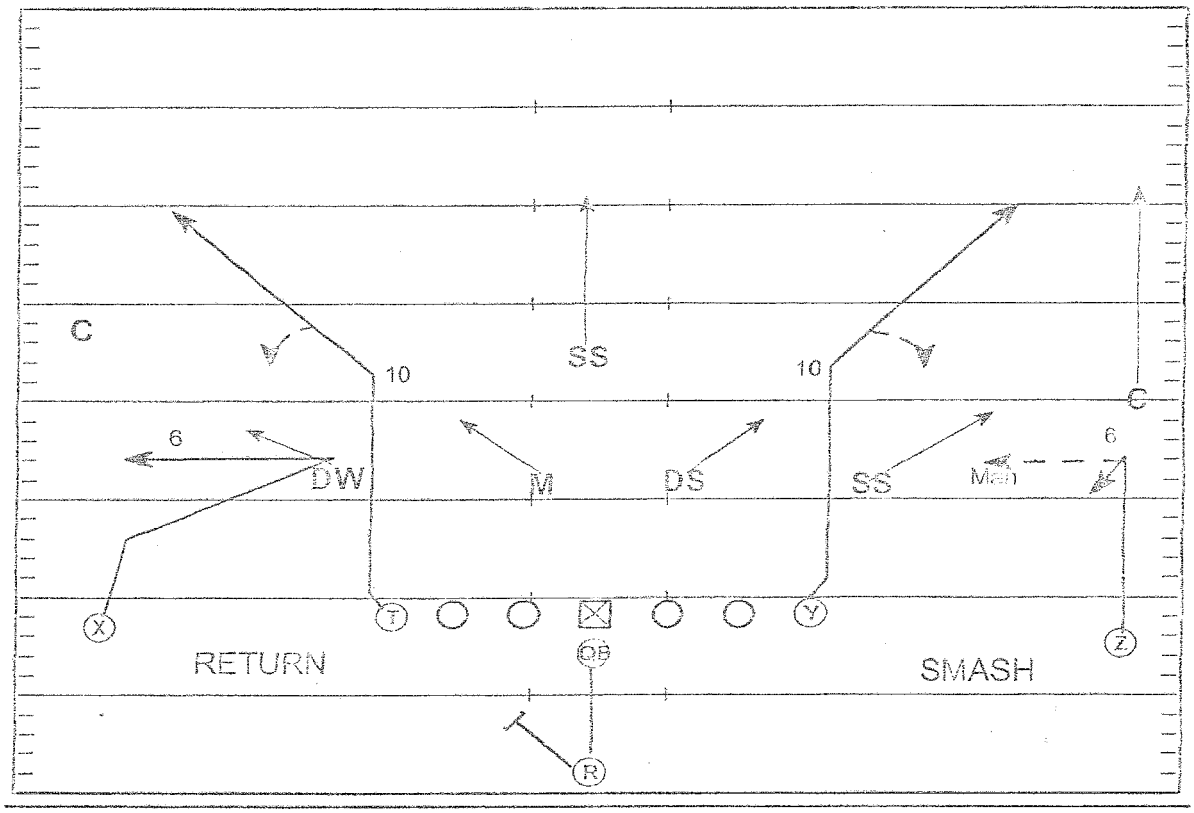
SMASH / RETURN

THESE PLAYS WILL BE RUN FROM 2x2 FORMATIONS.
PROTECTIONS 76/77

CONCEPT

High-Low concept with the Smash Receiver controlling the underneath coverage for a flag Route by the Inside Receiver (That can Hook Up).

0/1 ON 76/77 Z SMASH X RETURN

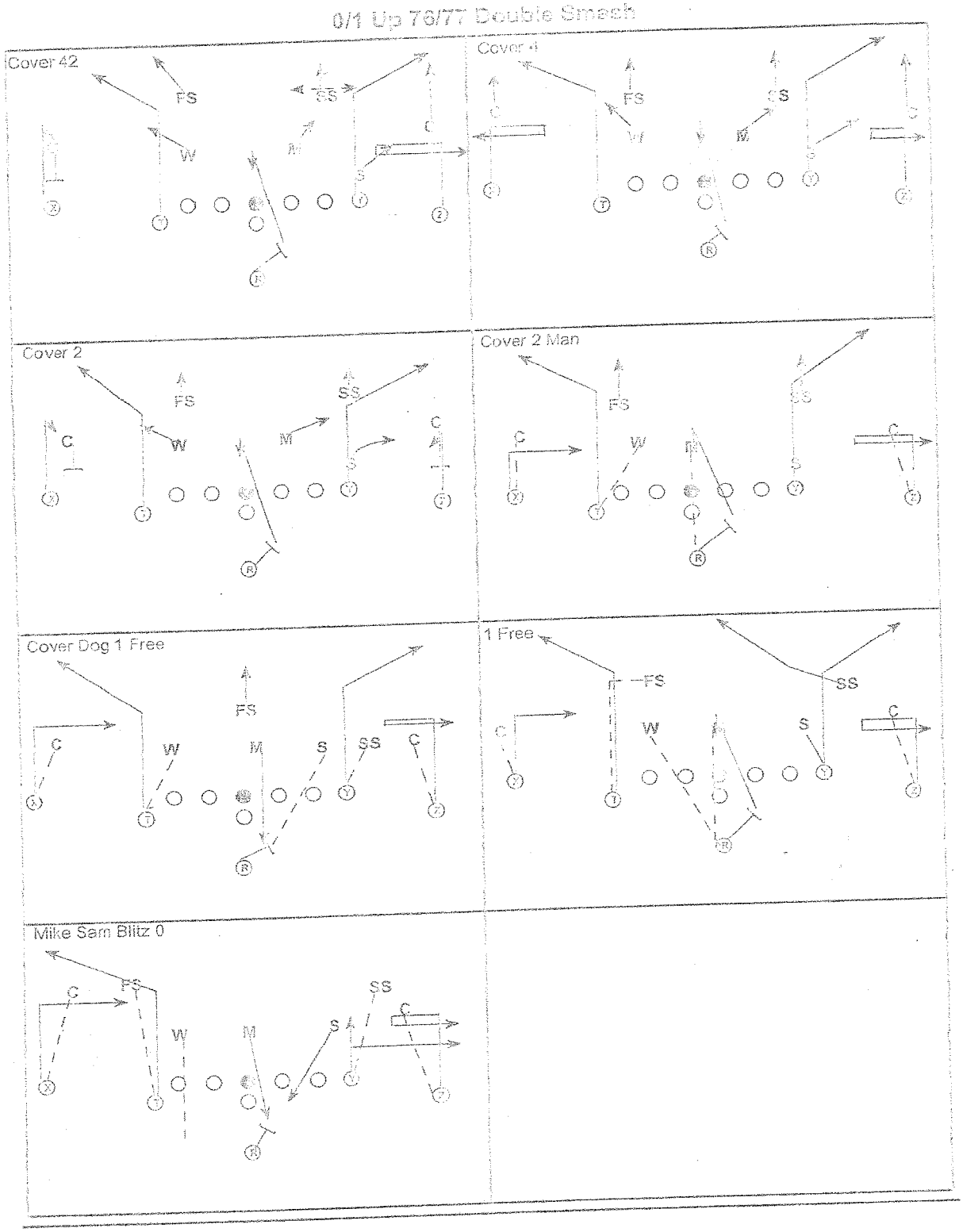


QB: 5 to 7 step drop.
X: Maximum plus split. Execute a Smash Route at 6 yards.
Z: Maximum plus split. Execute a Smash Route at 6 yards.
Y: Execute Flag Route at 10 yds.
H: Block Protection. N/T, check Over the Ball.
T: Execute Flag Route at 10 yds.

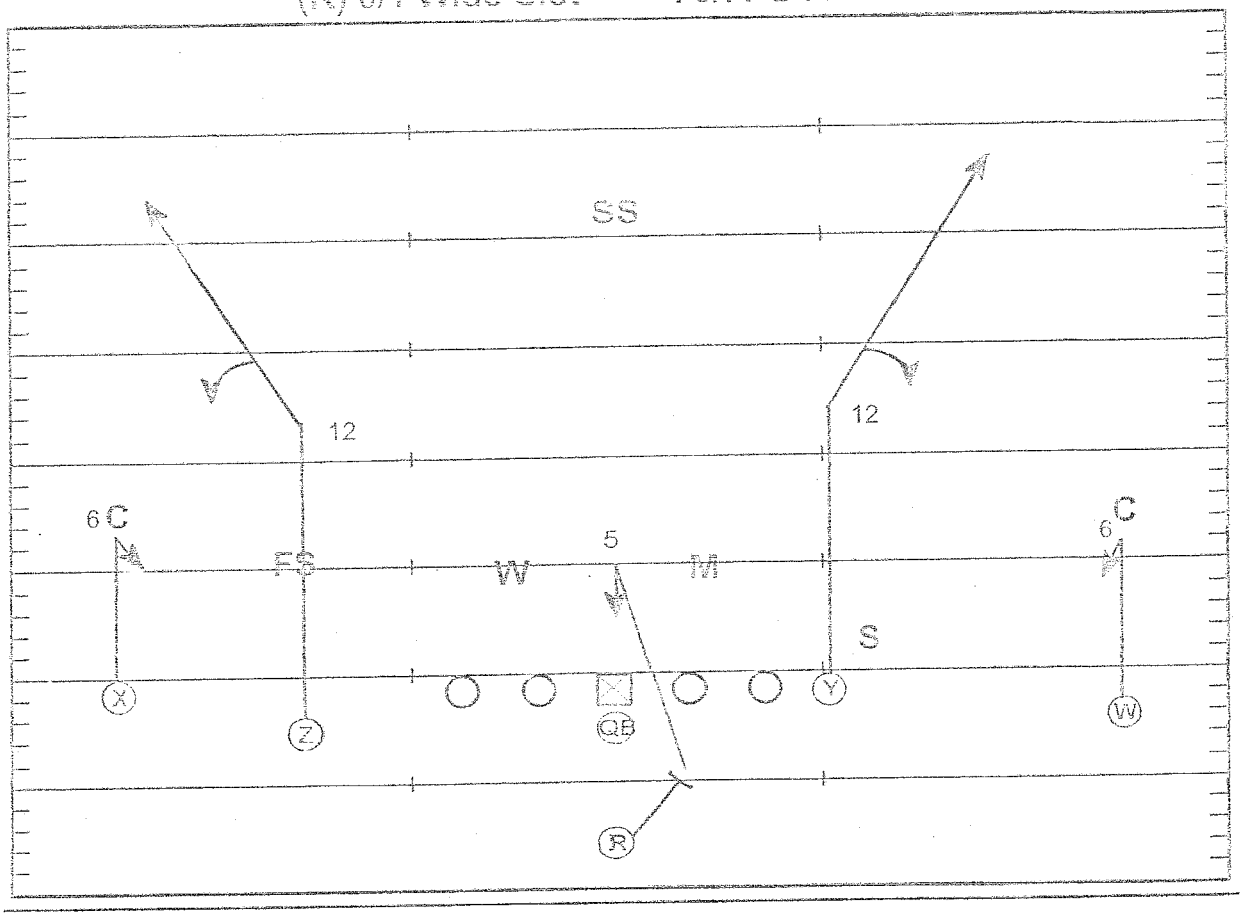
VARIATIONS

RETURN – Is the same as Smash for everyone except the called receiver or receivers. Run a Return with no Adjustments.

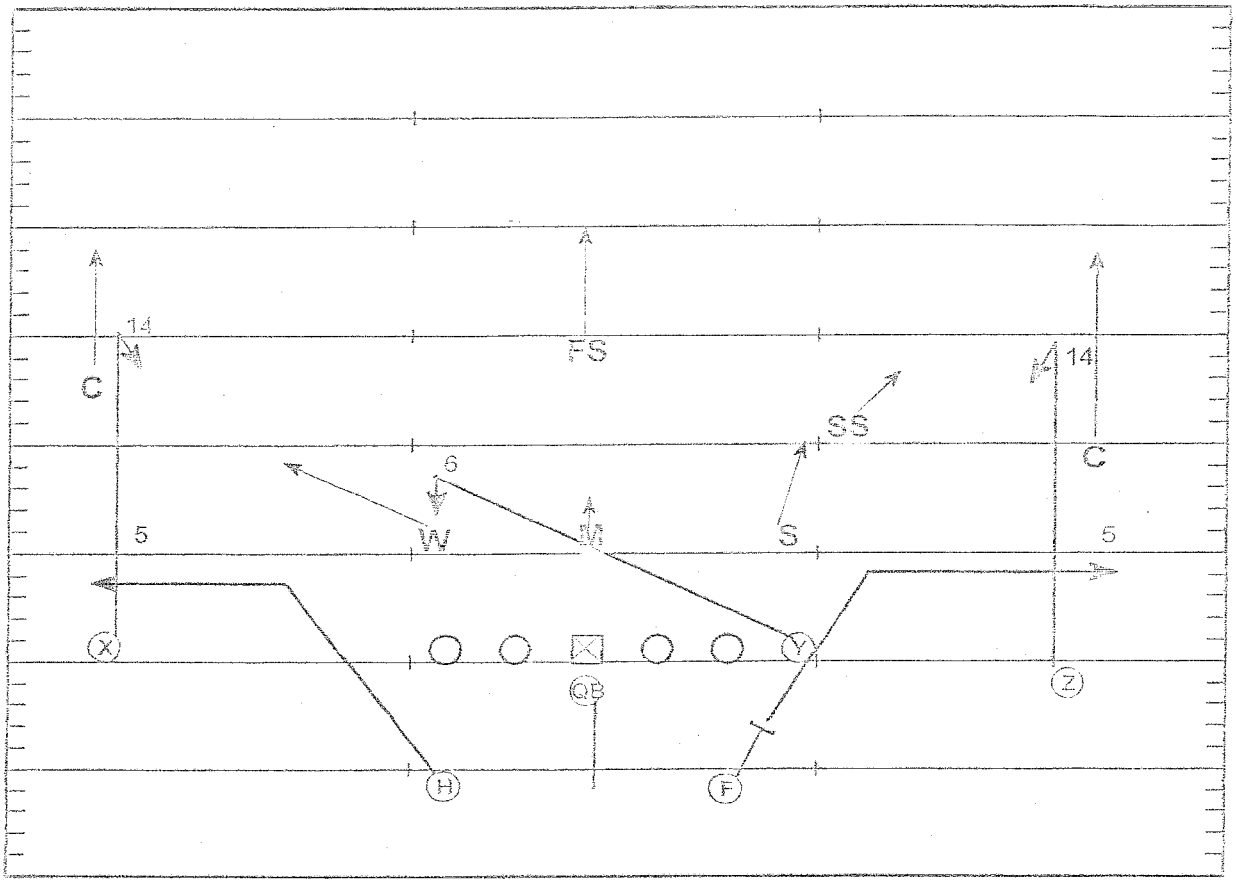
0/1 Up 76/77 Double Smash



(K) 0/1 Wide Slot 76/77 Double Smash

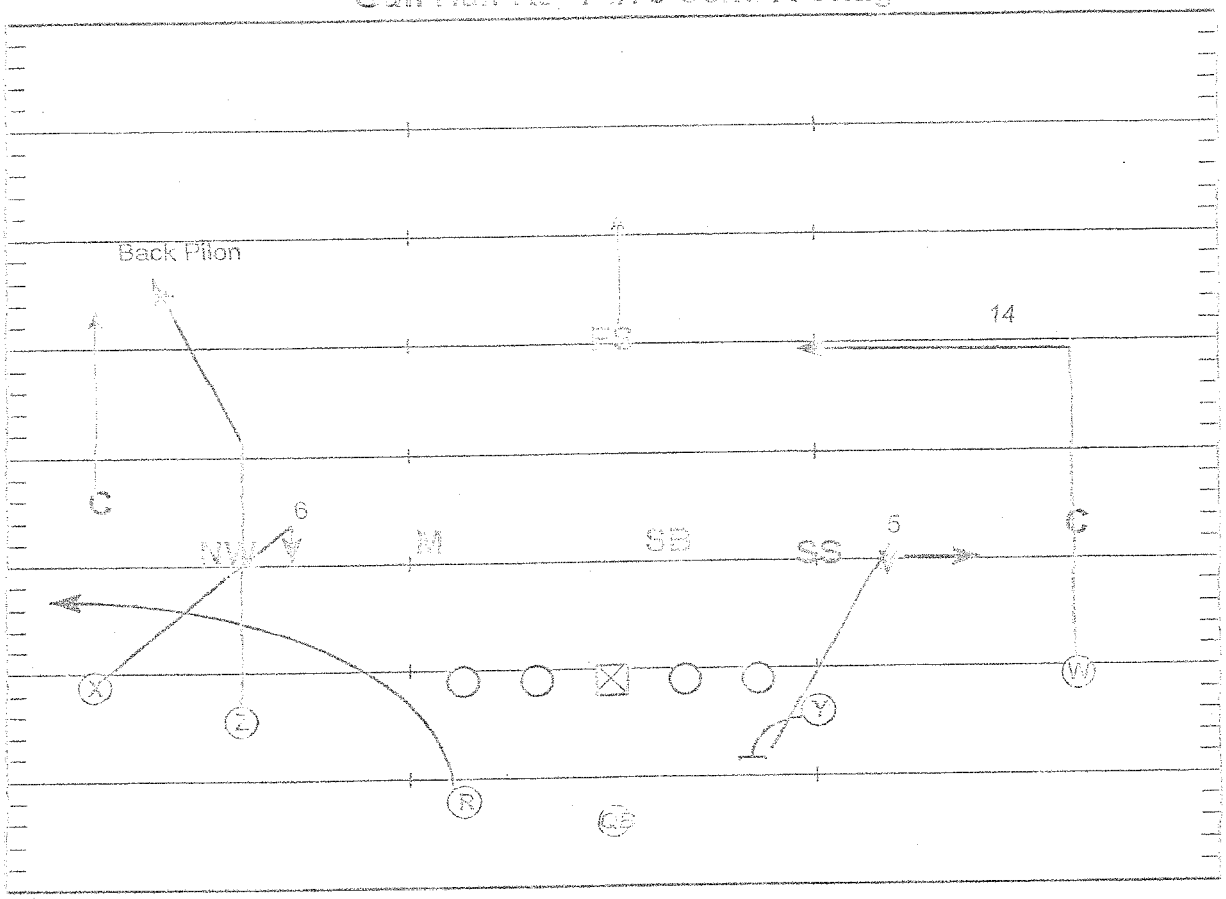


6/7 76/77 Y-Replace

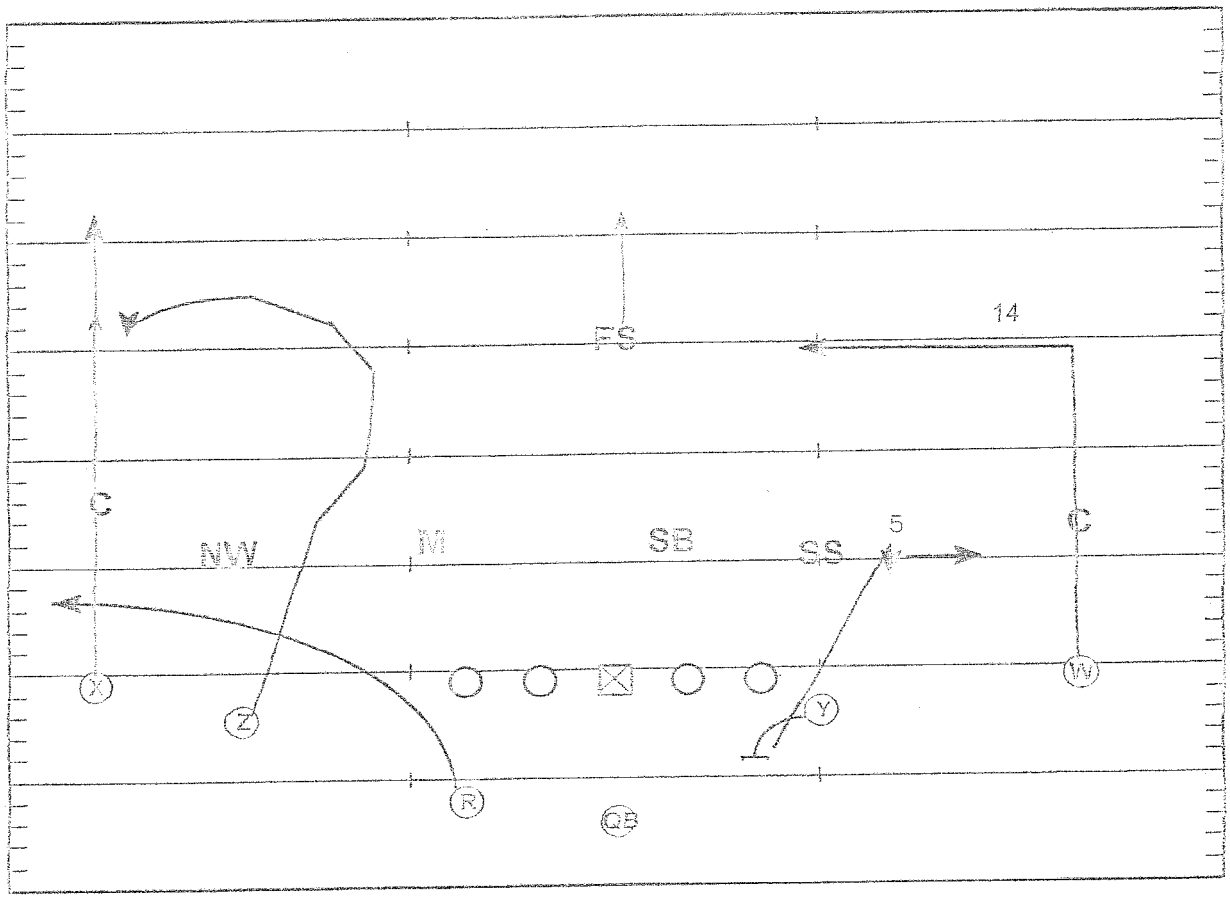


QB:	5 Step Drop – Area Read the Curl Area.
X:	Maximum Split – Execute 14 Yard Semi Curl.
Z:	Maximum Split – Execute 14 Yard Semi Curl.
Y:	Inside Release Under Mike. Execute replace Route.
H:	Free Release – Execute a Flat
F:	Block Protection Rule – N/T Execute a Flat
FORMATIONS:	0/1 Up, 0/1 On, 0/1 Up Slot Z Mot (Any 2/2 Formation)

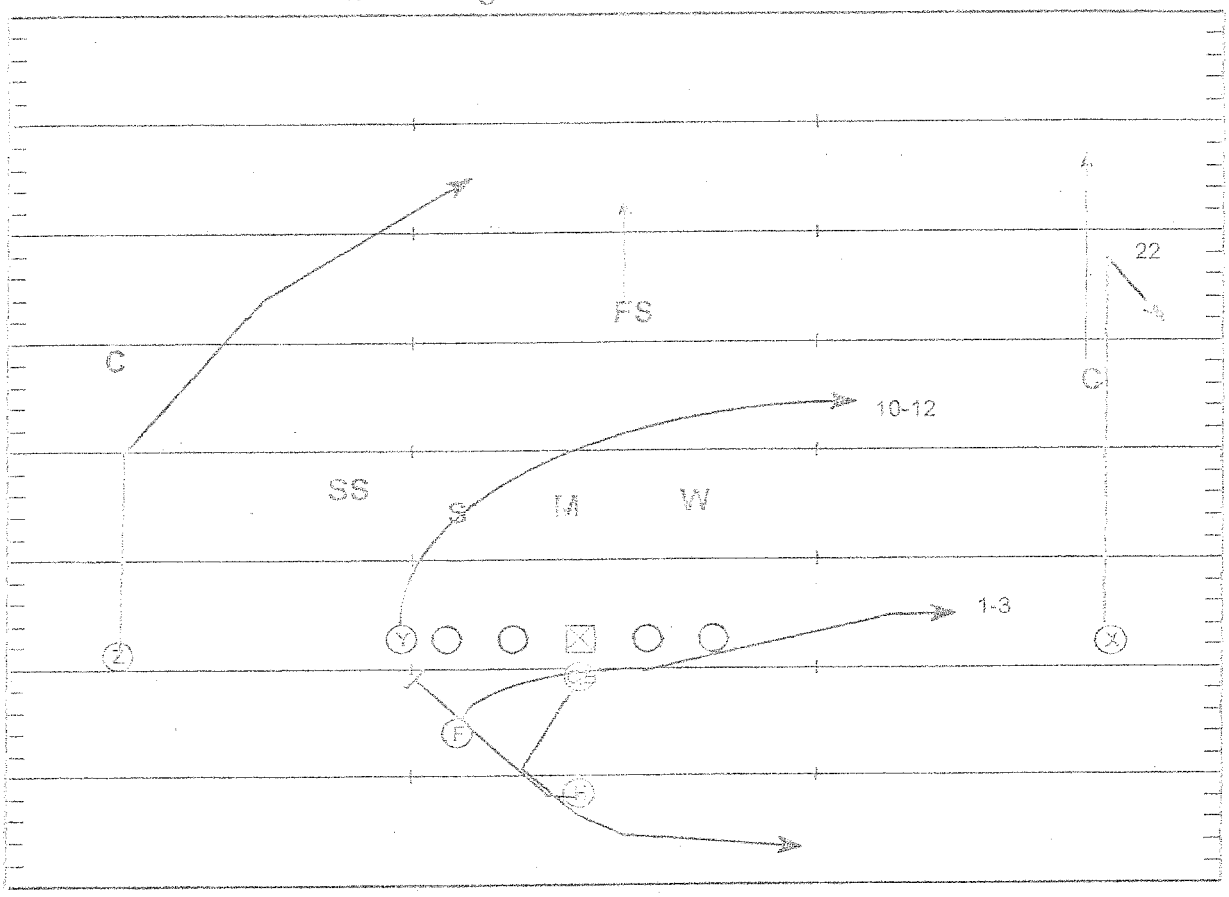
Gun Half Rt. 74/75 Semi X Snag



Gun Half Rt 74/75 Z-Sail



C/1 Strong Ride 338/339 Nude Lt/Rt



TEXANS OFFENSE

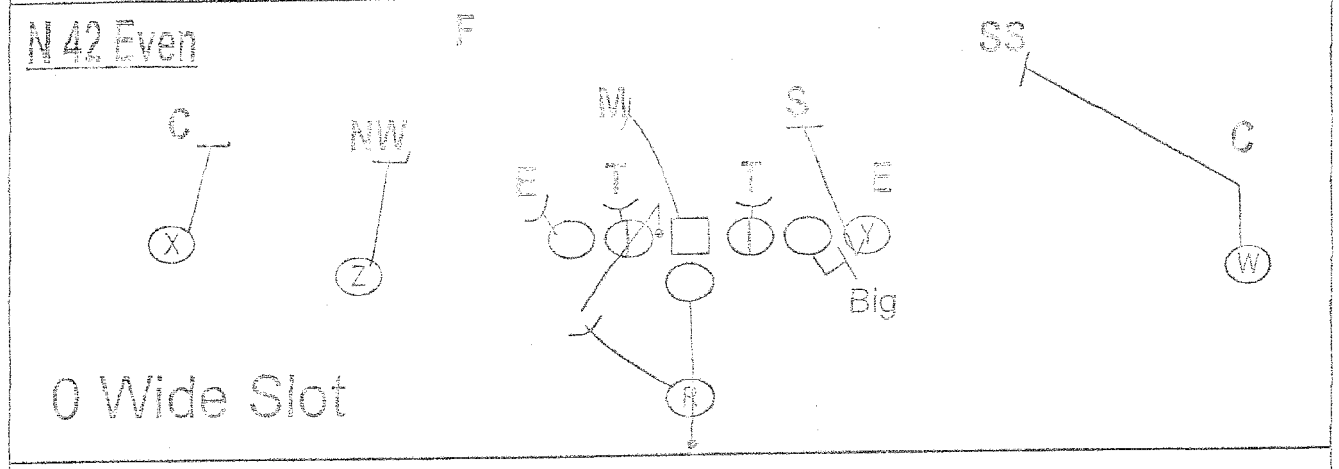
2003 TEXANS OFFENSE
Meeting #4

Protection Game	Page:
580/581 Middle Screen Lt/Rt to R	2-3
PKG 562-563 W. Go Screen	4

Run Game	Page:
Ride 38/39 Zone (Dir)	6-7
Ride 35/34 Bob	8-9
H/F 45/44	10-11
Quick 10/11 Trap	12-13
Quick 11/10 trap (31-30)	14-15
C 38/39 Power Club	16-17

Pass Game	Page:
76/77 Double Hot	19
62/63 T-Sail Y-Hot	20
82/83 Hugo	21
76/77 Sticks	22
62/63 Semi Y-Middle Z-Hook	23
Quick 331/330 Naked Rt/Lt Y-Delay	24

580/581 Middle Screen Lt/Rt to R

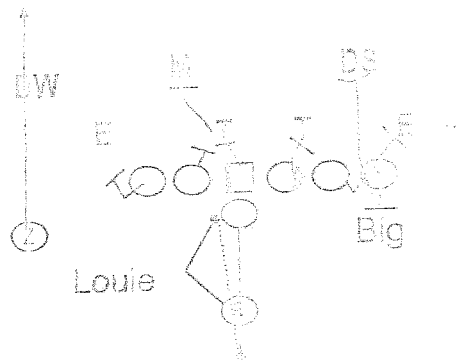


Concept: 1-Back Screen Off 40/41 Ted Blocking - Used vs. 5 or 6 in the Box.

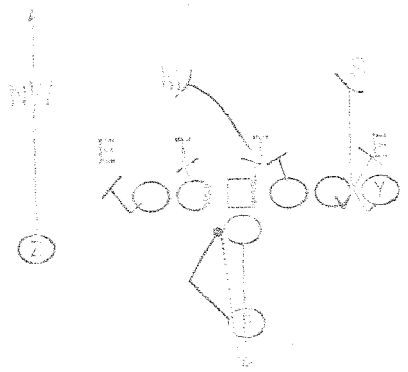
Z	Runoff, 2nd Level Blocking
Y	Block Sam LB. If Stacked, Big Call. If Sam too far Inside, Man Call, Block #3
FRONTSIDE TACKLE	Big on Big Block DE. Alert Deuce/Ed Man Danger Note: Be sure TE knows who Mike Is
FRONTSIDE GUARD	Big on Big Deuce/Ed Ace Fold X Note: Be sure TE knows who Mike Is
CENTER	Big on Big Make calls to block 2nd LB Position in 4 Down looks Possible Fold or X vs 3 Down Looks, Man Note: ID Mike - Make Sure TE is aware
BACKSIDE GUARD	Big on Big Slip Man Fold X
BACKSIDE TACKLE	Big on Big Sift #3 LB Position
X	Runoff, 2nd Level Blocking
QB	5 step drop. Find Screen Receiver, get ball to him.
W	Runoff, 2nd Level Blocking
RB	Execute Middle Screen. Alert to Slam Release.

PKG 580-581 Middle Screen to R

416 Over

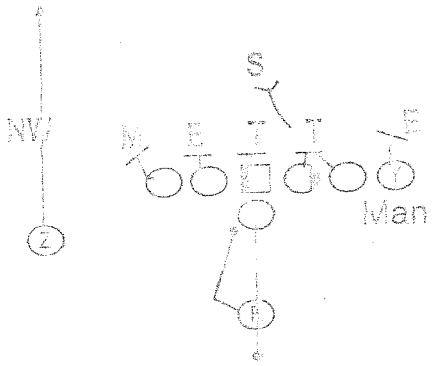


426 Under



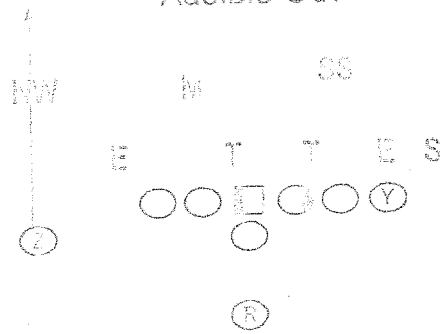
425 - 5 Down

Alert 5-Down Check



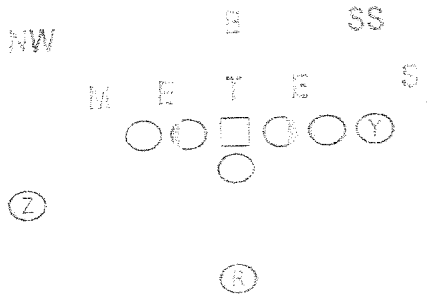
425 SOUT SIN

Audible Out

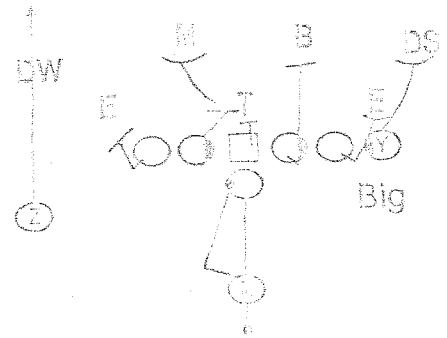


235 - 5 Down

Audible Out



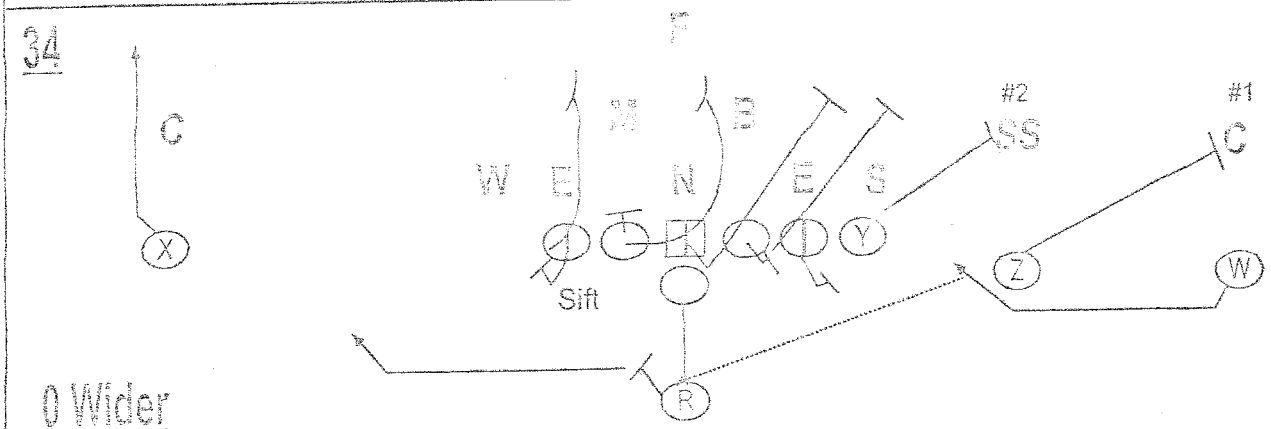
235



SCREEN

PKG 562-563 W Go Screen

34



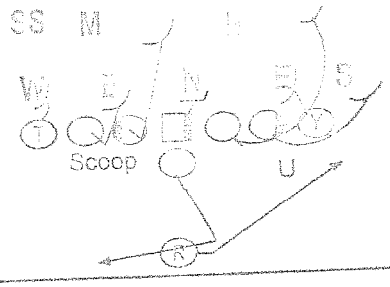
0 Wider

Concept: Go Screen to TE side - PKG - On vs Blitz or Man / Check vs Zone

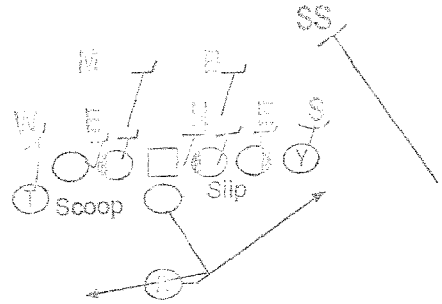
Z	Release and block man covering the W (#1)
Y	Flat Release and block man covering the Z (#2)
FRONTSIDE TACKLE	Drop and cut the outside rusher (Normal 1001, 1002, cut)
FRONTSIDE GUARD	Set Wide and Release for OLB / Safety position. Double Team if Necessary
CENTER	Set and Release for OLB / Safety position. Double Team if Necessary
BACKSIDE GUARD	Set and Release, Peel for Onside leakage to backside
BACKSIDE TACKLE	Sift OLB to Outside 1/3
X	Release, Run man Off
W	Take 1 step and come down LOS. Catch ball 3-5 yards from OT then follow blocks.
QB	Quick 5 step drop. Pass the ball to W in open Lane
RB	Block Protection. N/T, release Outside

RIDE 38-39 Zone (Dir)

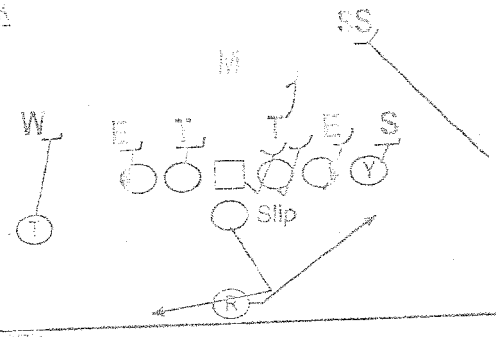
34 Under



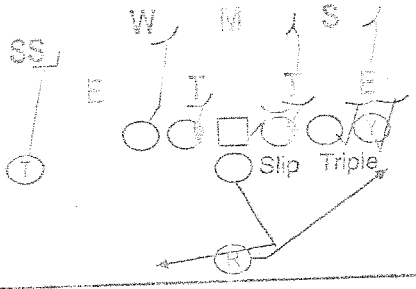
34/44



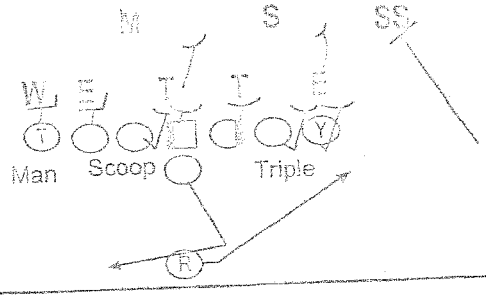
43 Walk



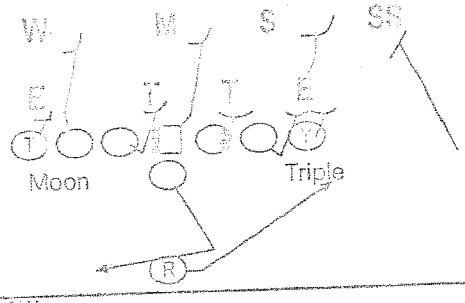
43 Stack



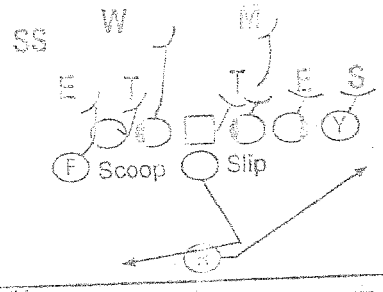
43 OV STK



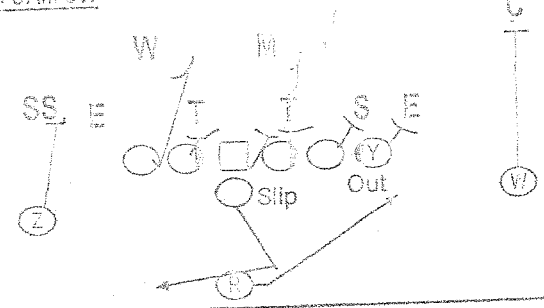
43 OV STK WK



44 STG

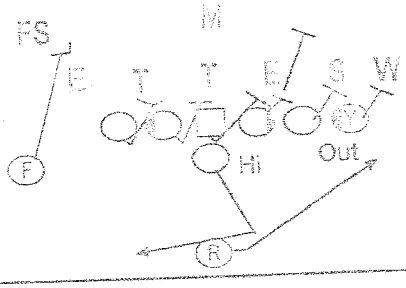


44 STG SAM SW

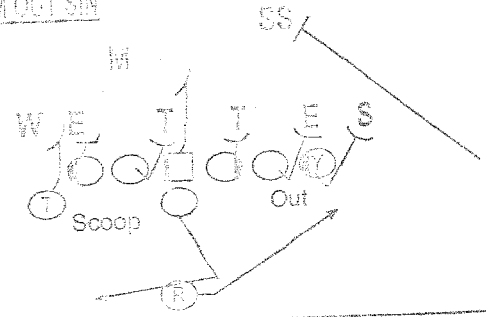


43 CUB WK

Alert Audible OUT

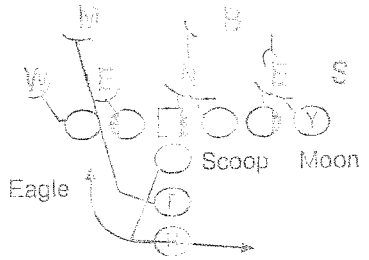


OV STK SAM OUT SIN

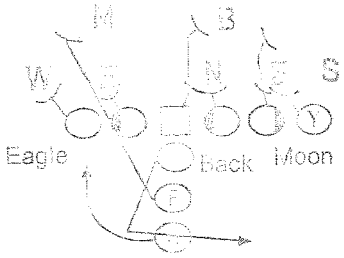


RIDE 35-34 BOB

34 Under



34/44



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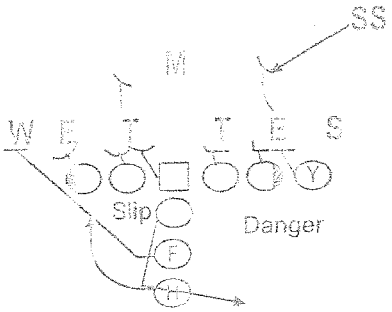
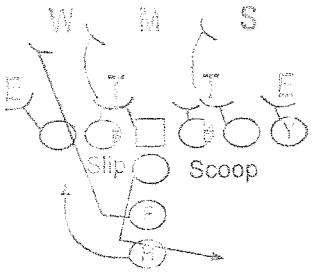
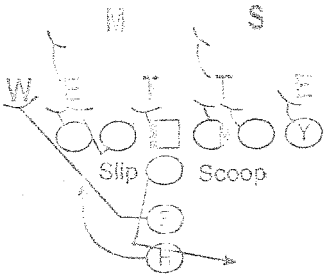


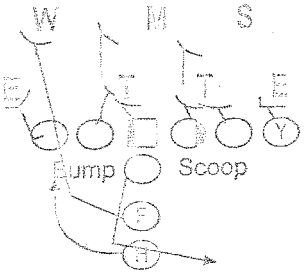
43 Stack



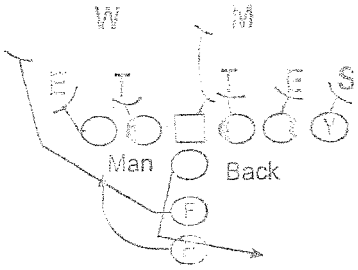
43 OV STK



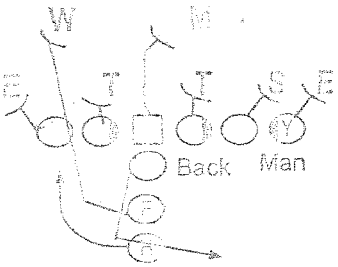
43 OV STK WIN



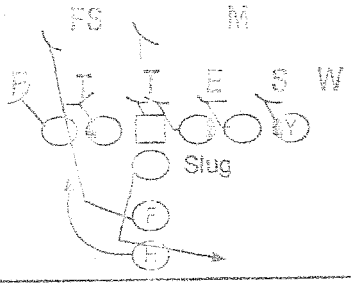
44 STG



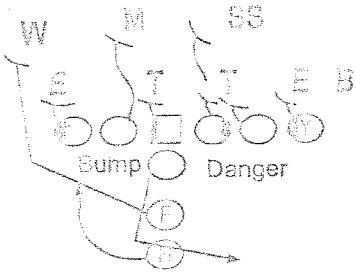
44 STG SAM SW



43 CUB WK

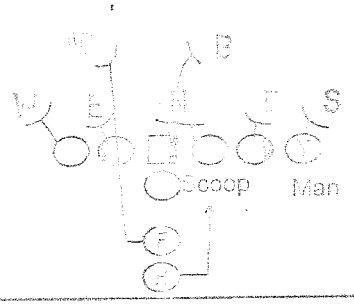


OV STK SAM CUT SIN

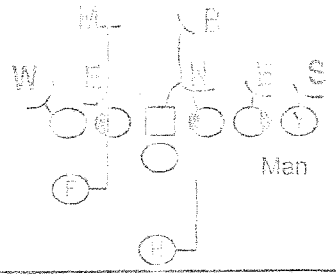


H/F 45-44

34 Under



34/44



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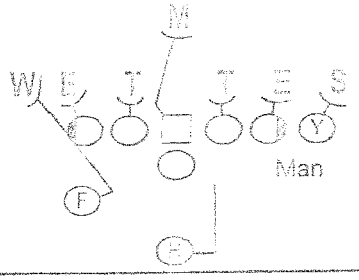
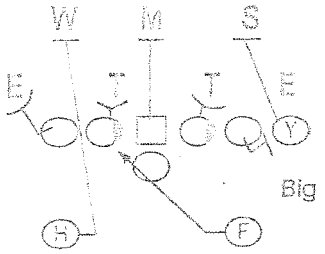


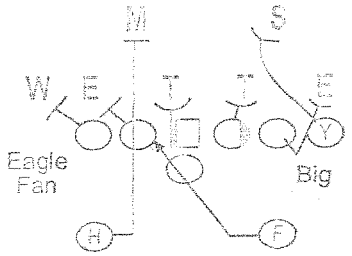
43 Stack

F-45

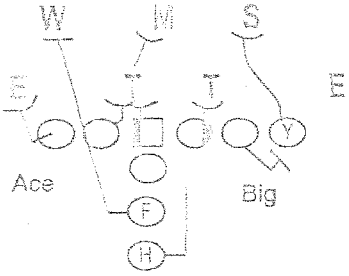


43 OV STK

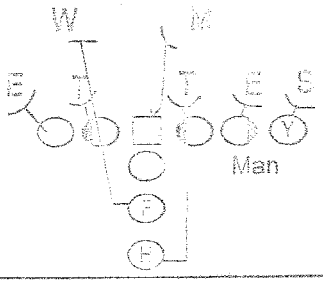
F-45



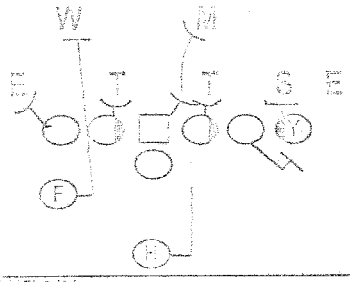
43 OV STK WIN



44 STG

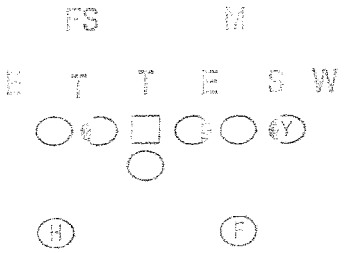


44 STG SAM SW



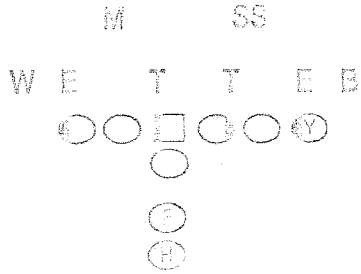
43 CUB WK

Audible Out



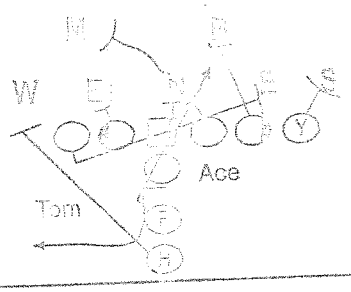
OV STK SAM OUT SIN

Audible Out

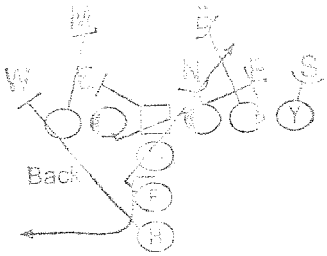


Quick 10-11 Trap

34 Under



34 Tag



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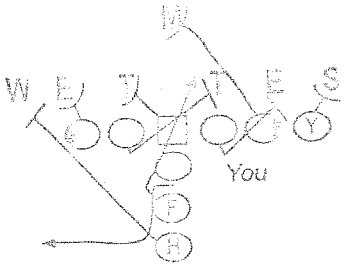
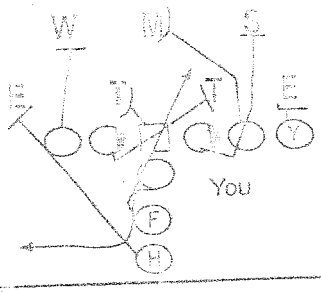
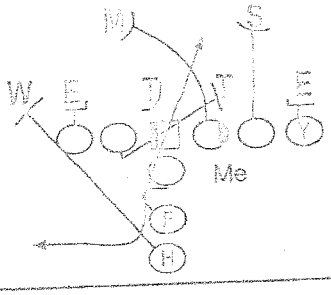


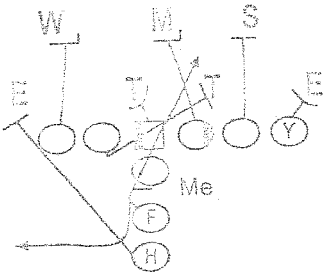
43 Black



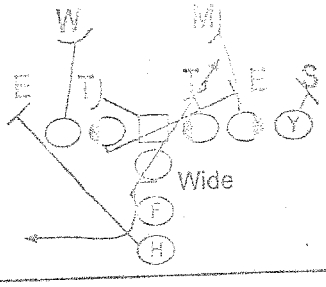
43 OV STK



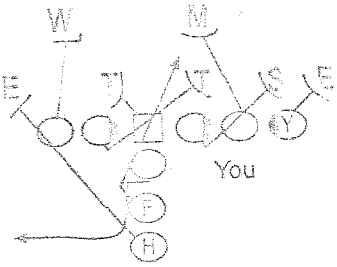
43 OV STK WIN



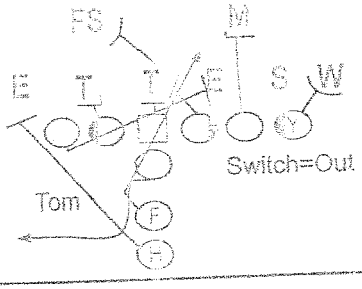
44 STG



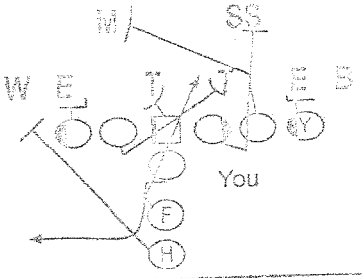
44 STG SAM SW



43 CUB WK

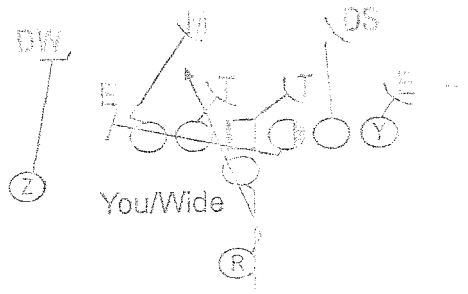


OV STK SAM OUT SIN

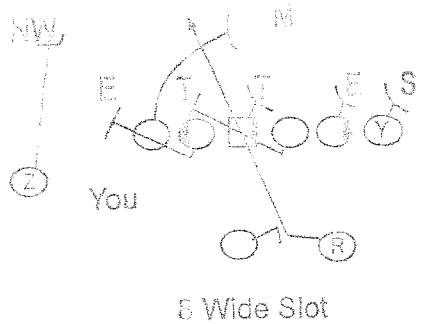


Q 11-10 Trap (Q 31-30 from Gun)

416 Over

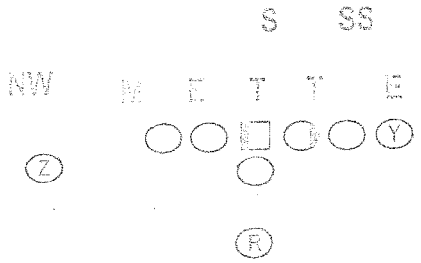


425 Under



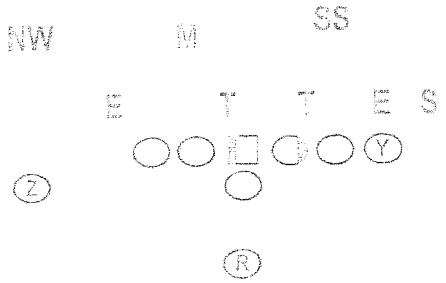
425 - 5 Down

AUDIBLE OUT



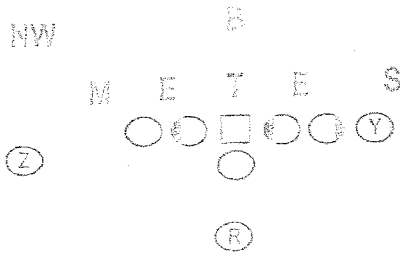
425 SOUT SIN

AUDIBLE OUT

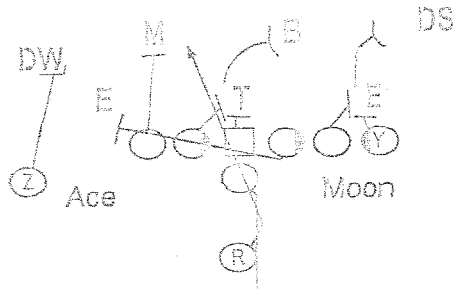


335 - 5 Down

AUDIBLE OUT

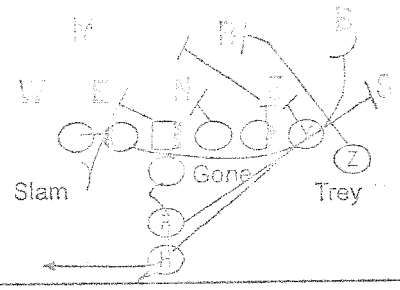


326 - Odd

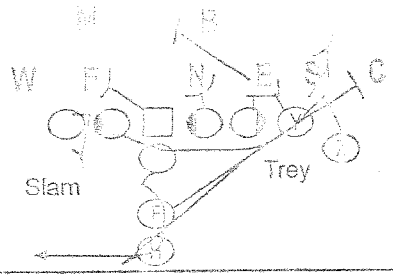


C 38-39 POWER CLUB

34 Under



34 Jet



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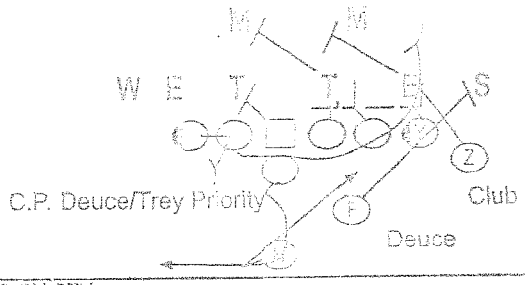
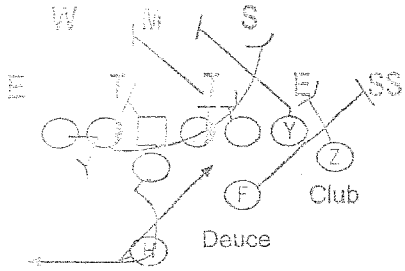
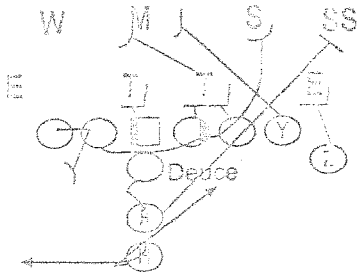


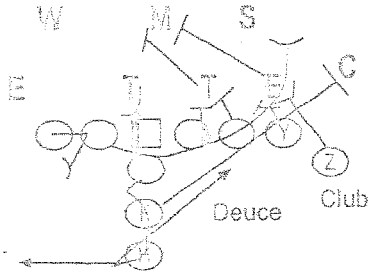
43 Stack



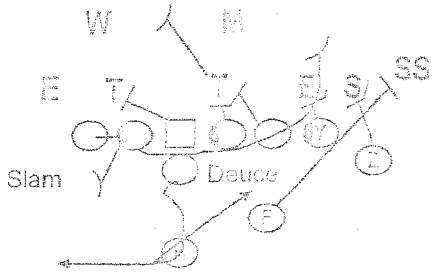
43 OV STK



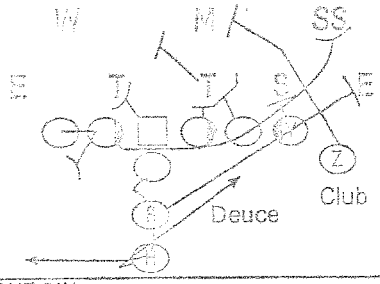
43 OV STK WIN



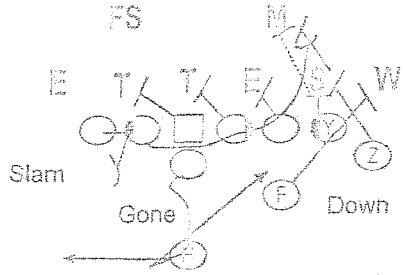
44 STG



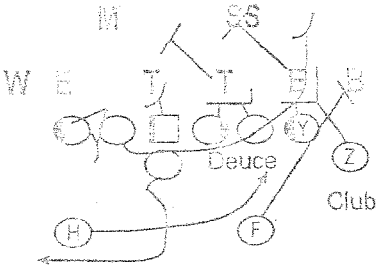
44 STG SAM SW



43 CUB WK



OV STK SAM OUT SIN



Houston Texans

Pass Game

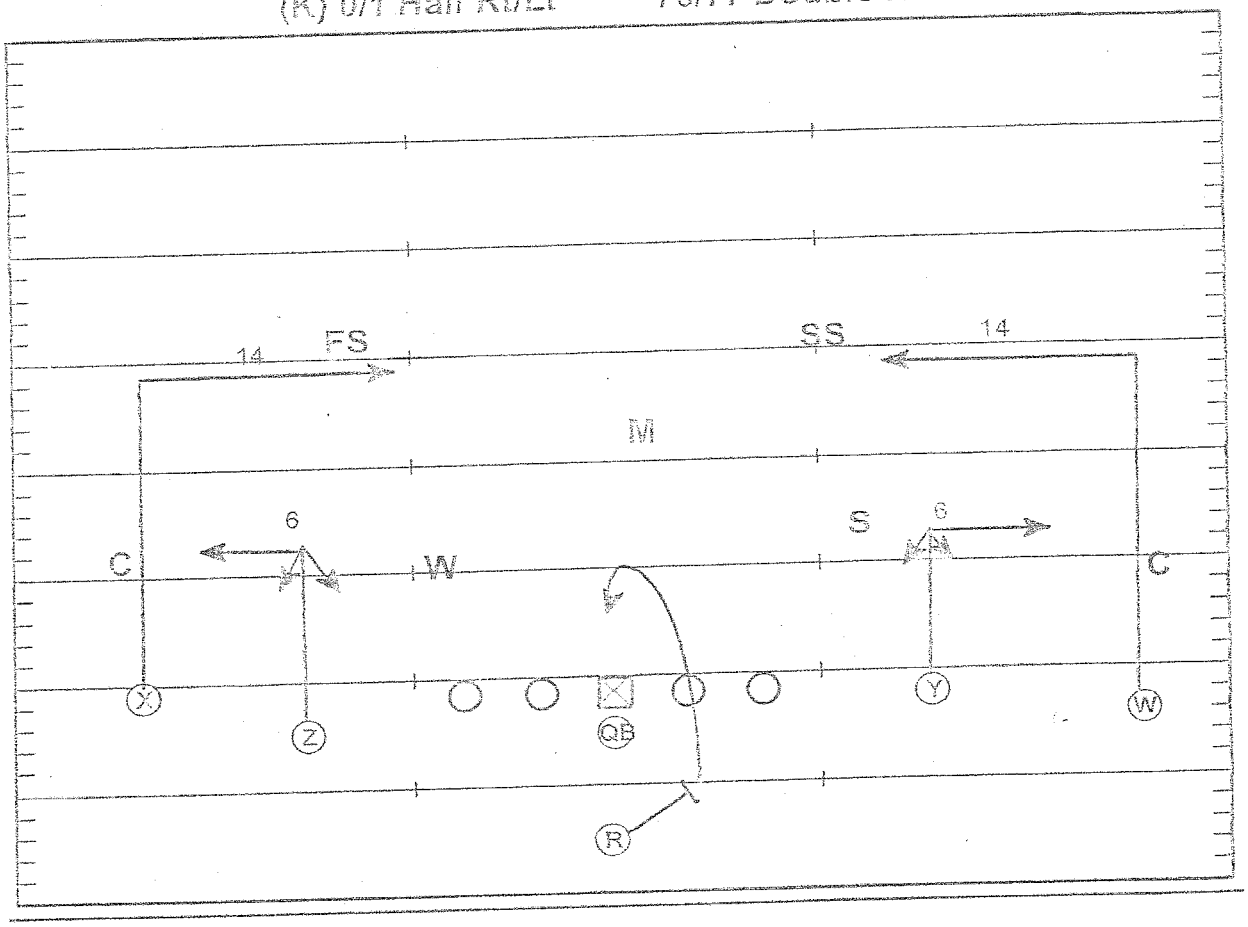
HOT

THESE PLAYS WILL BE RUN FROM 2x2 FORMATIONS.
PROTECTIONS 76/77

CONCEPT

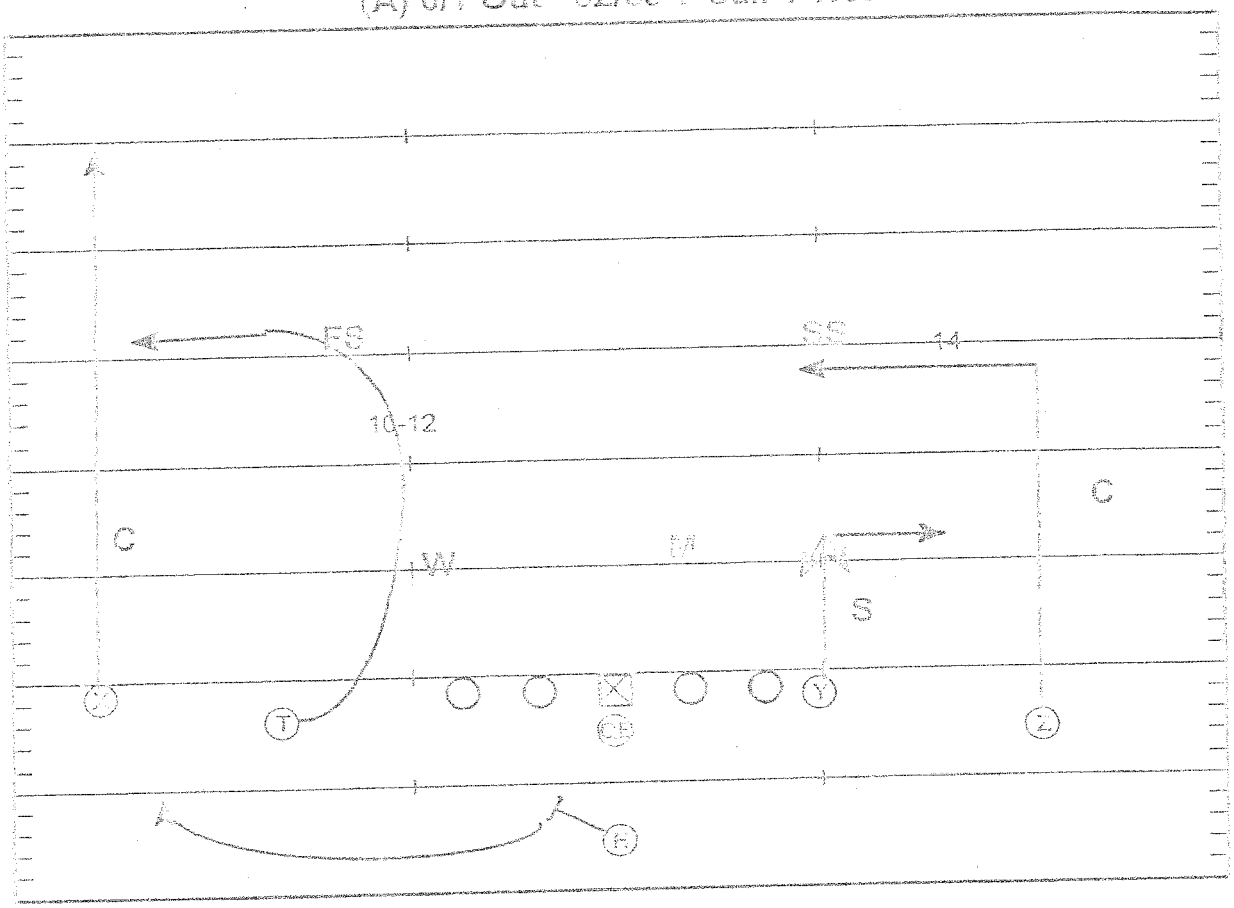
High-Low concept with the Hot Receiver controlling the underneath coverage for a 14 yd IN Route by the Outside Receiver.

(K) 0/1 Half Rt/Lt 76/77 Double Hot

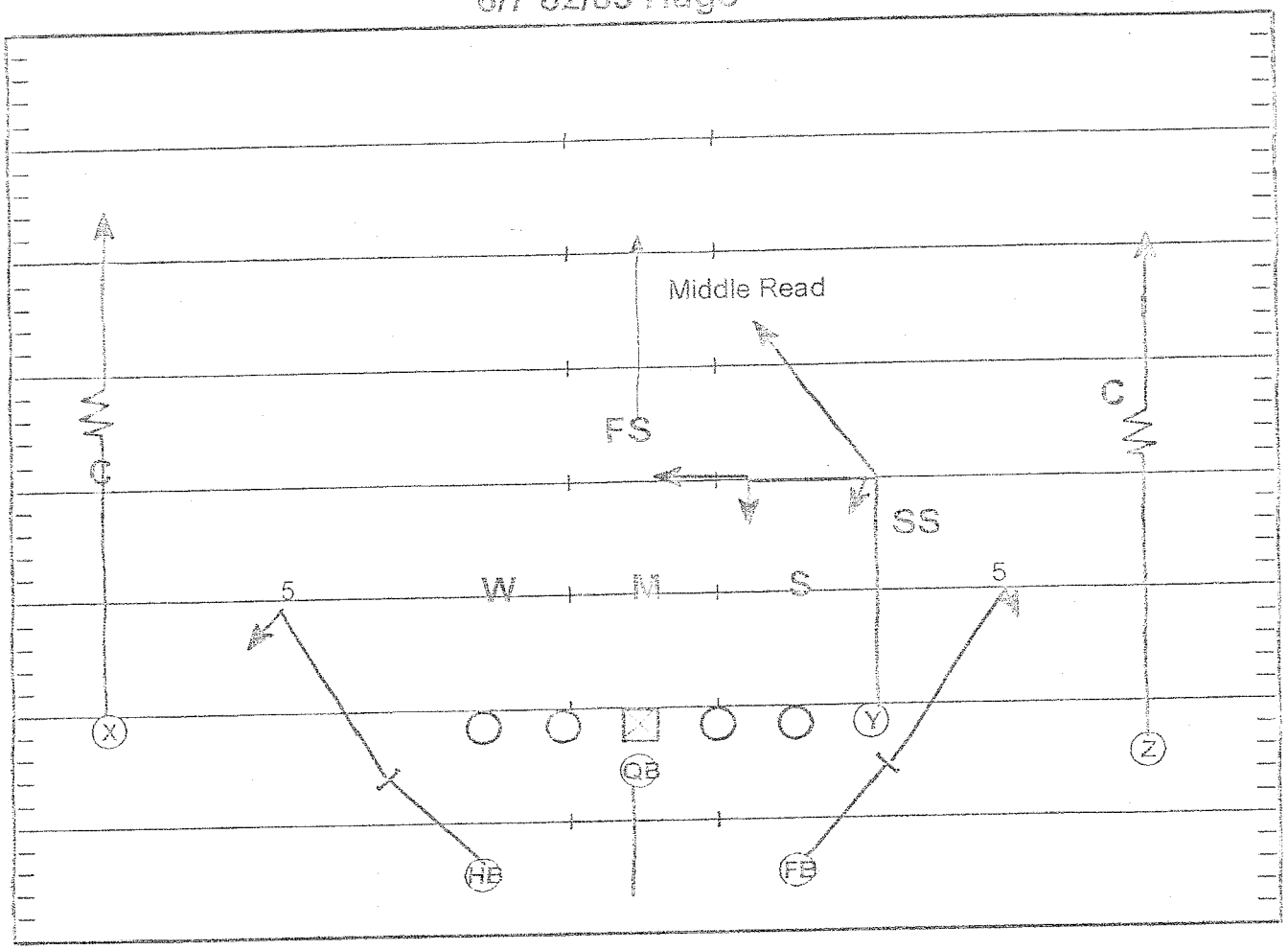


QB: 5 to 7 step drop.
X: Maximum plus split. Execute an IN route at 14 yards.
Z: Seam split. Execute a Hot Route at 6 yards.
Y: Execute Called Route.
H: Block Protection, execute called Route.
W: Execute Called Route.

(A) 0/1 Out 62/C3 T-Sail Y-Hot

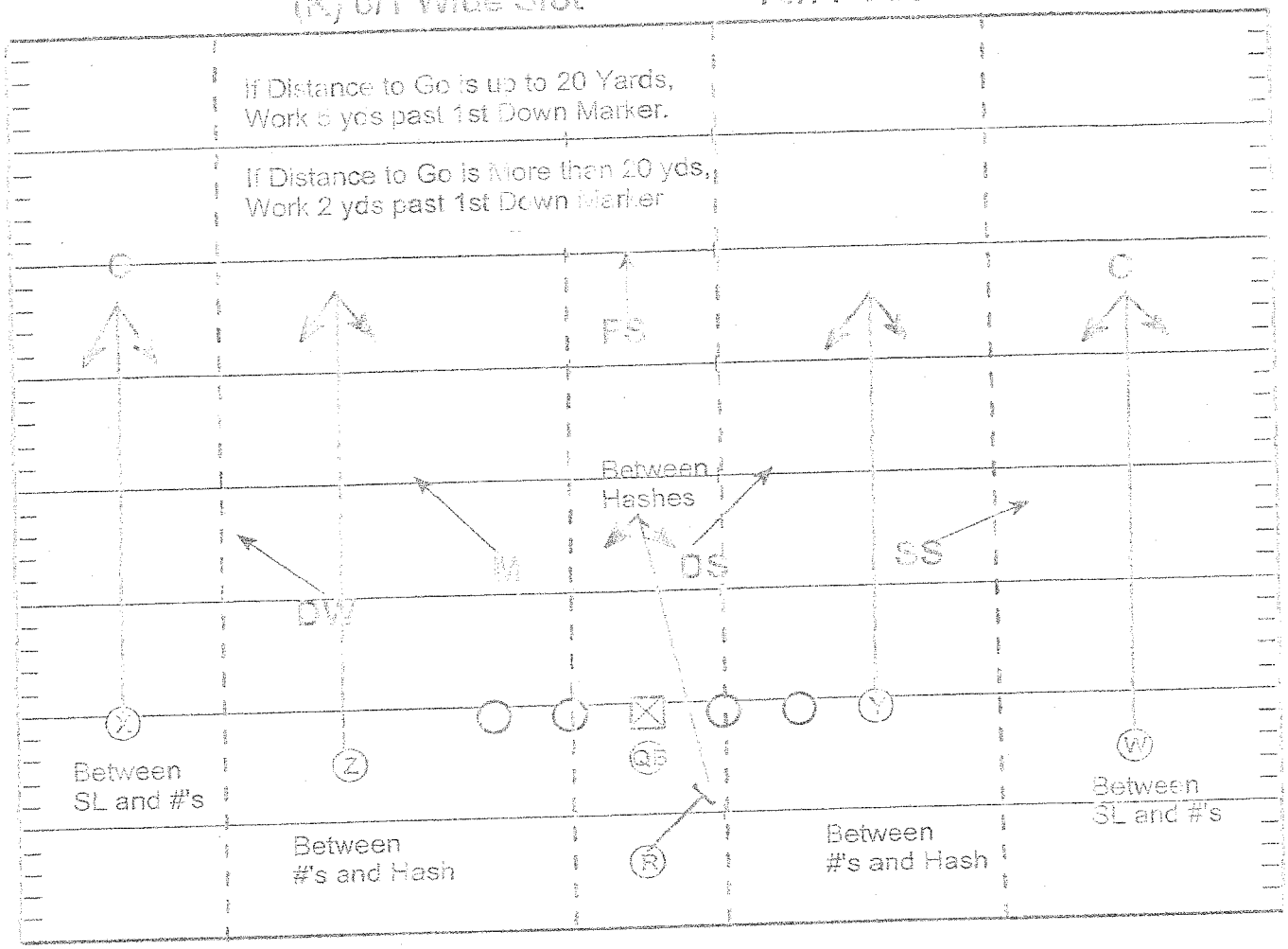


6/7 82/83 Hugo

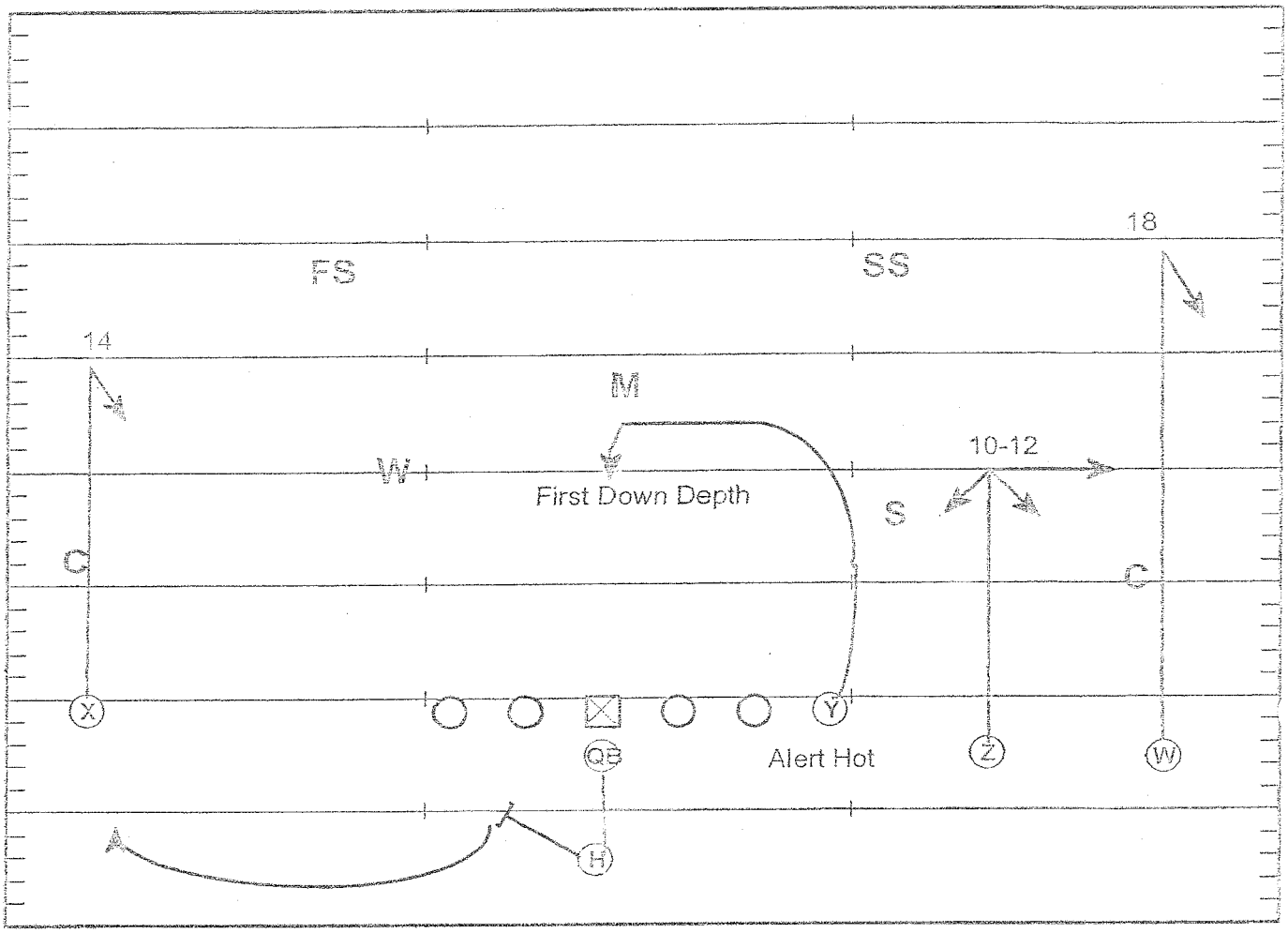


(R) 0/1 Wide Slot

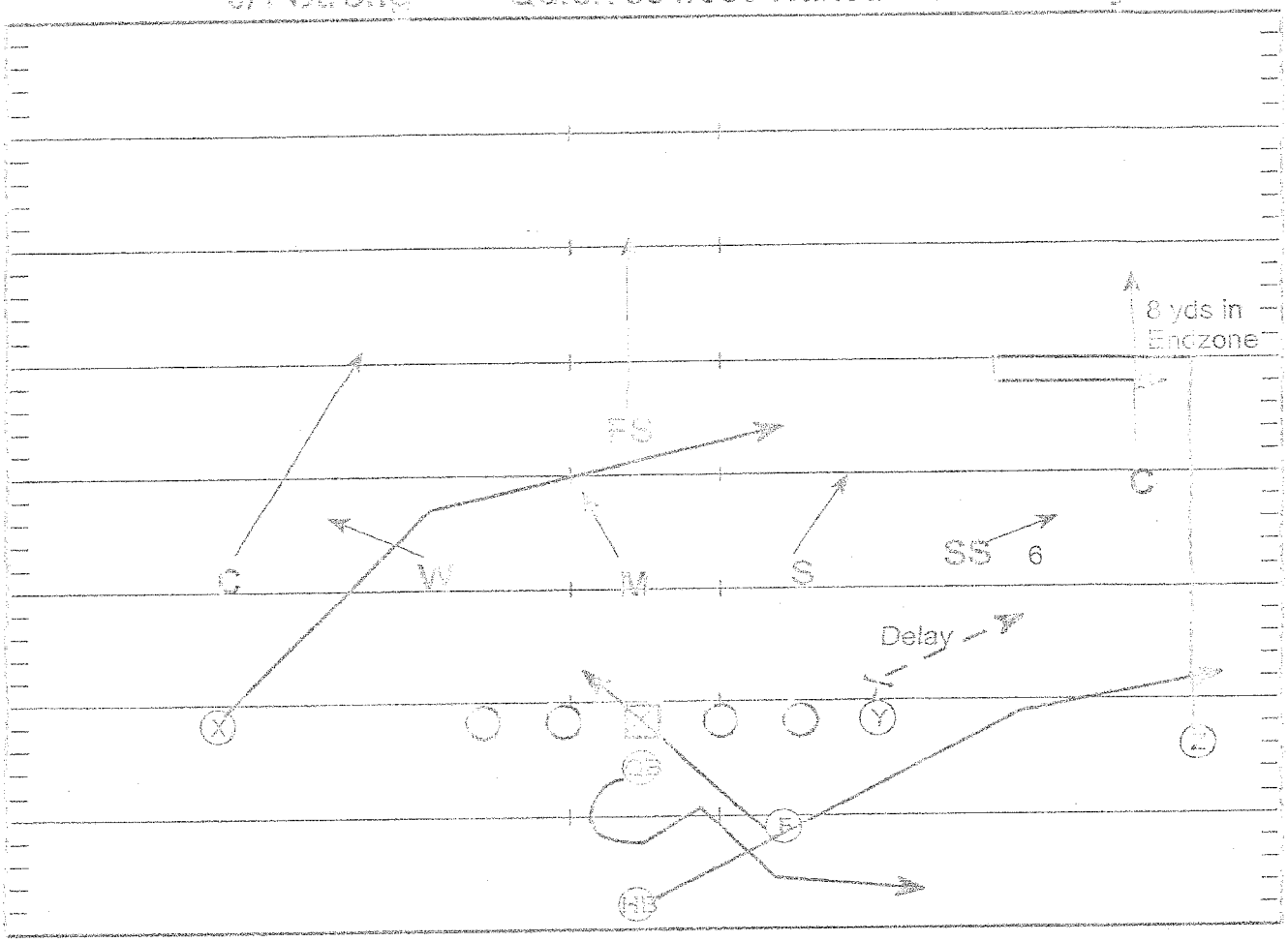
76/77 Sticks



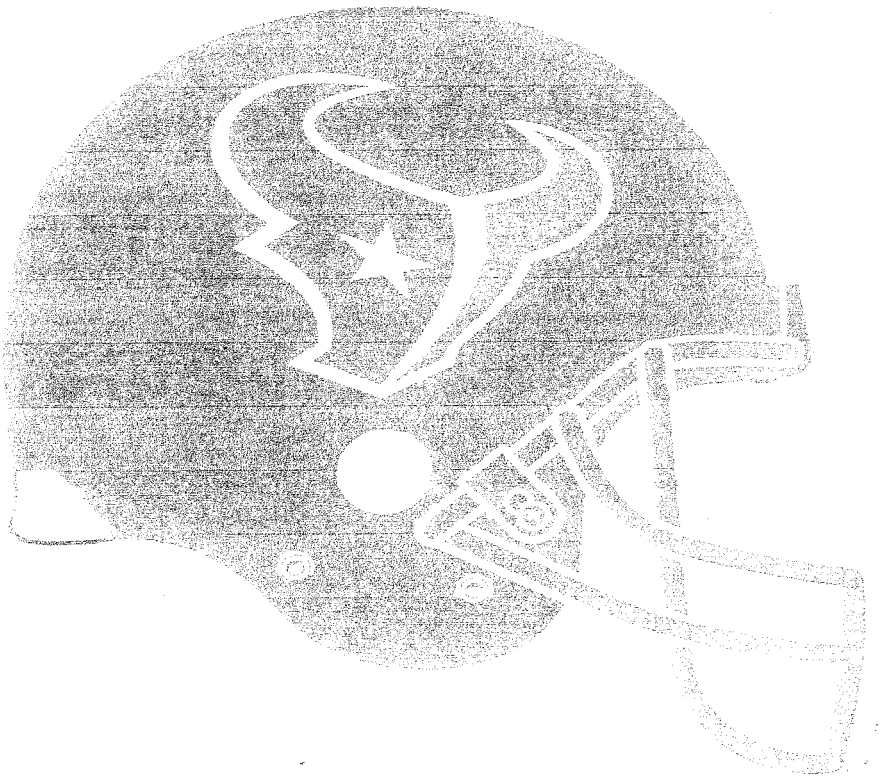
(K) 0/1 Wider 62/63 Semi Y-Middle Z-Hook



0/1 Strong Quick 331/330 Naked Rt/Lt Y-Delay



2003
TEXANS OFFENSE



MEETING #5

TEXANS OFFENSE

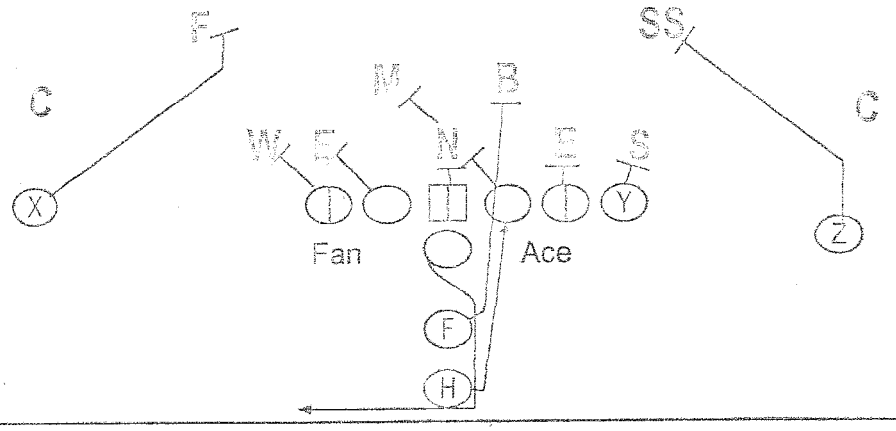
2003 TEXANS OFFENSE
Meeting #5

Run Game	Page:
Slant 32/33 Lead	2-3
Ride 35/34 Bob Handback	4-5
Ride 34/35 Zone Handback	6-7

Pass Game	Page:
80/81 Sluggo	9
76/77 Firm Diagonal Sluggo (Slant+Go)	10
638/639 Z-Poster	11-12
Ride 136/137 Dual F Go	13-14
Ride 136/137 Dual T Go	15

SLANT 32-33 LEAD

34

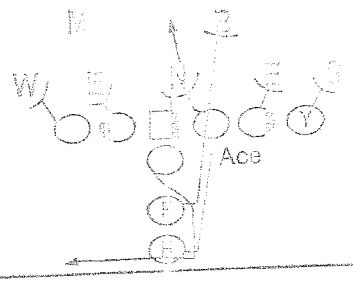


Concept: Power, Slam It Up Inside Attitude Play. Drive Blocks and Double Team at POA with Ed concept. OL slide away from 1st Stack LB'er Position.

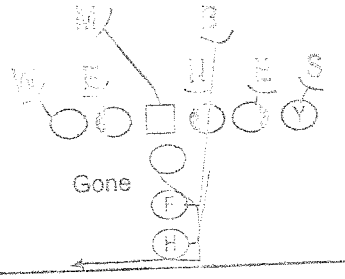
Z	Block Force.
Y	Block Man Over #3. Out (Head Inside)
FRONTSIDE TACKLE	Block Man Over Deuce Out
FRONTSIDE GUARD	Block Man Over Ace Deuce Straight
CENTER	Block Man Over BS A-Gap Ace Ed East-West Gone Back
BACKSIDE GUARD	Aggressive Slide to Will Ed East-West
BACKSIDE TACKLE	Aggressive Slide to Will East-West Danger Scoop
X	Block Running Lane.
QB	Reverse Pivot, get ball deep to HB, don't push him wide, Fake Boot Away
FB	POA outside hip of FSG. ISO block FSLB, head inside.
HB	Position Step Playside Foot, Aim Outside hip of FSG. Key Man over FST. Key Man over FST to next DL inside. Can bounce with no sideboards

SLANT 32-33 LEAD

34 Under



34/44



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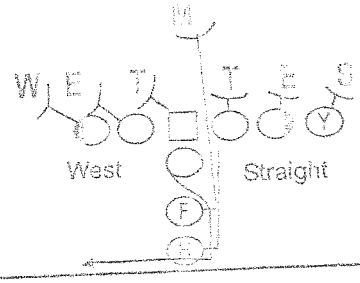
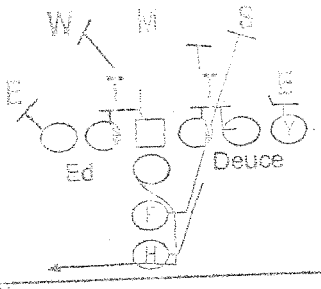
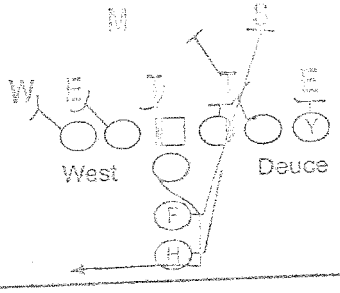


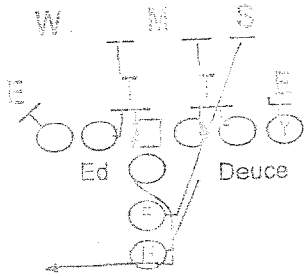
43 Stack



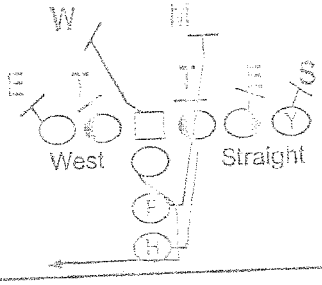
43 CV STK



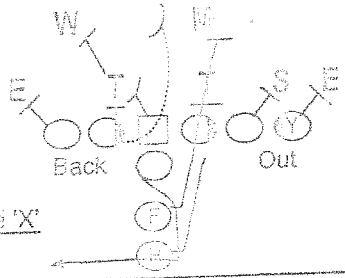
43 CV STK WIN



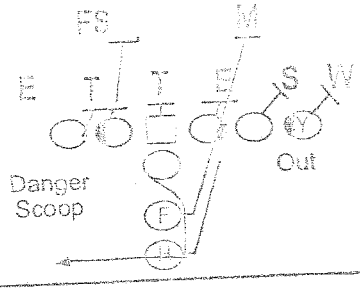
44 STG



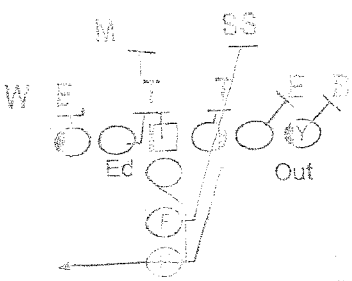
44 STG SAM SW



43 CUB WK

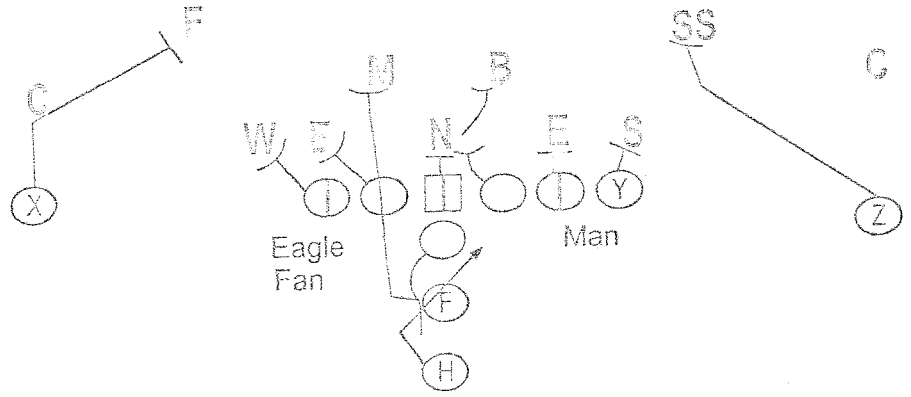


CV STK SAM OUT SIN



RIDE 35-34 BOB-HANDBACK

34



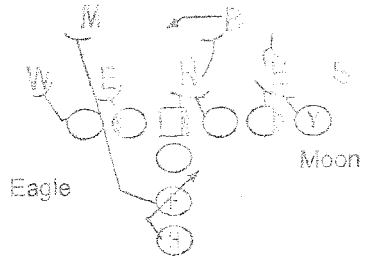
0

Concept: Mis-Direction Play to take Advantage of Fast Flow LB's. Used as a Companion to Bob Blocking Scheme.
Sell Bob Assignments, and Finesse Leverage of 2nd Level Players.

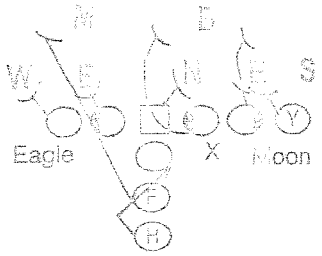
Z	Block Running Lane.
Y	Block Man Over #3. Man Moon Danger Out
FRONTSIDE TACKLE	Fan or Eagle Adjust When Possible. (Tap Hip) Block Man Over #2 on LOS. Fan
FRONTSIDE GUARD	Fan or Eagle Adjust When Possible. (Tap Hip) Block Man Over #1 on LOS. Fan Slip.
CENTER	Block Man Over #0. Slip Scoop Back X
BACKSIDE GUARD	Man Scoop Slug Danger X
BACKSIDE TACKLE	Scoop Man Moon Danger Out Tackle Responsible for Calls
X	Block Running Lane
QB	Front Out 5 O'Clock, Show Ball. Over Top Ball Handling. Boot Away.
FB	Block Will LB. Alert Eagle Adjust (Hip Tap).
HB	Openstep, Crossover, Pivot to Over Top Handoff.

RIDE 35-34 BOB HANDBACK

34 Under



34/44



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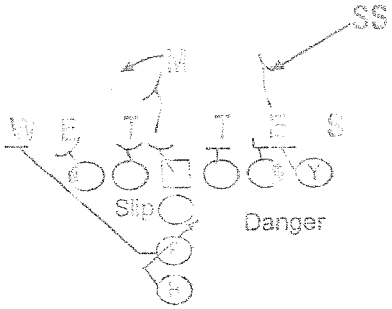
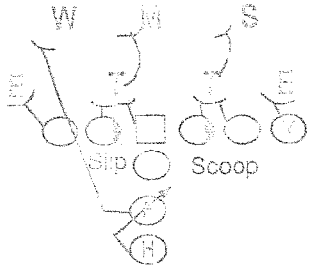
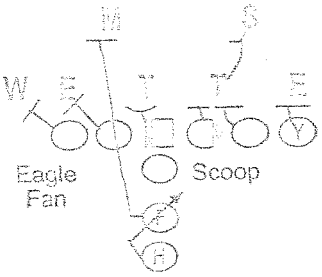


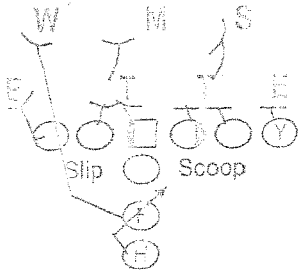
43 Stack



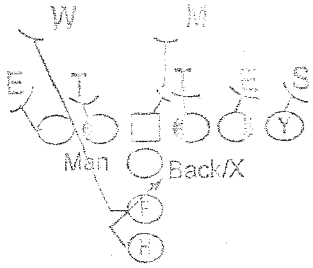
43 OV STK



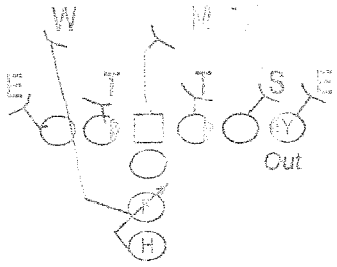
43 OV STK MIK



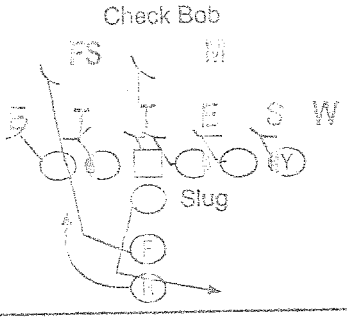
44 STG



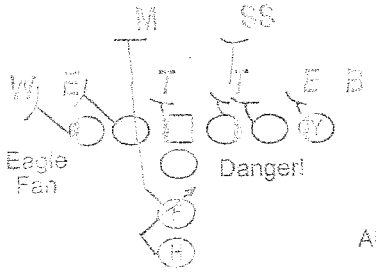
44 STG SAM SW



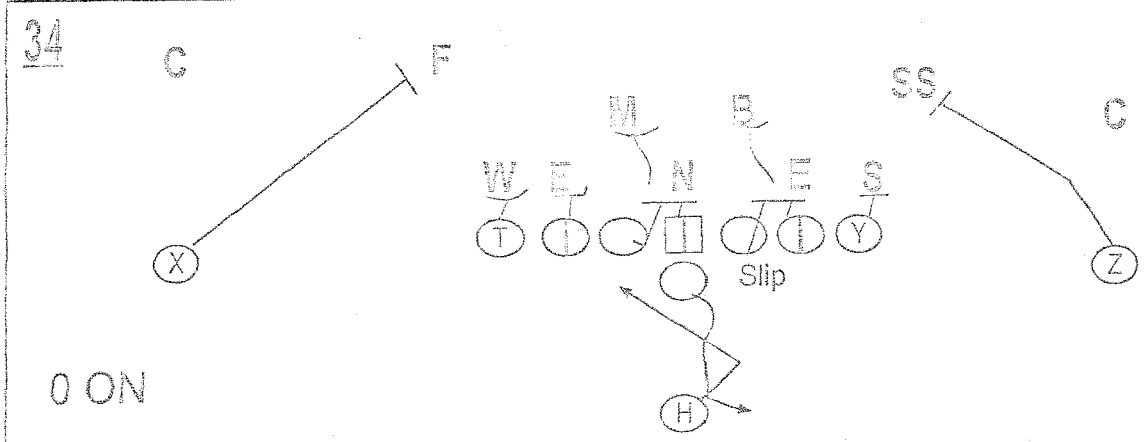
43 CHB WK



OV STK SAm OUT SW



RIDE 34-35 Zone Handback

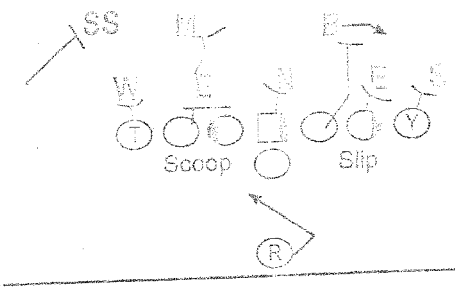


Concept: Misdirection Play to take advantage of fast flow LB's. Used as a companion to regular 34-35 Zone.
Sell Zone Blocking Assignments and finesse Leverage 2nd Level players.

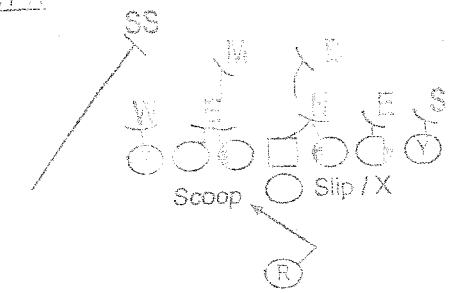
Z	Block Running Lane
Y	Block Man Over #3. Slip Triple Out
FRONTSIDE TACKLE	Block Man Over #2. Slip Triple Out Note: Tackle Responsible for Calls based on OLB Alignment.
FRONTSIDE GUARD	Block Man Over #1. Slip Bump
CENTER	Block Man Over #0. Slip Bump Scoop Slug Dumbo
BACKSIDE GUARD	Block Man Over #1. Scoop Slug Dumbo
BACKSIDE TACKLE	Block Man Over #2. Sift Scoop Dumbo
X	Block Running Lane
QB	Front Out 5 O'Clock Sprint to BC as deep as possible. Boot Away.
BS Y/FB/T	Block Man Over #3. Man Moon Danger Out
RB	Openstep, Crossover, Pivot to Over Top Handoff.

RIDE 34-35 Zone Handback

34 Under



34 / 44



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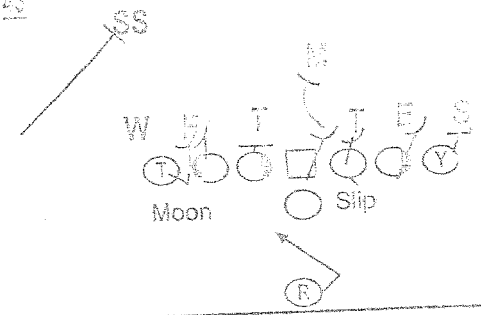
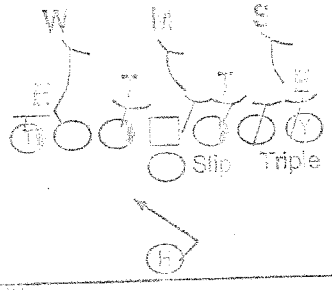
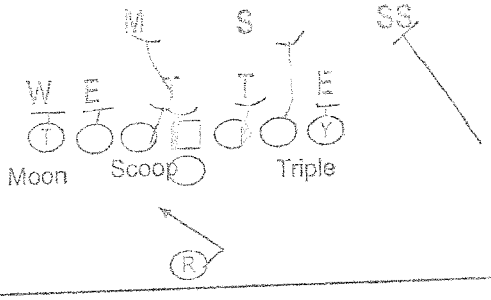


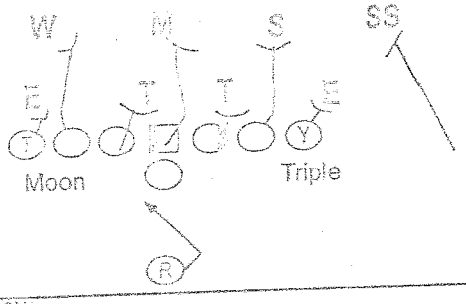
43 Stack



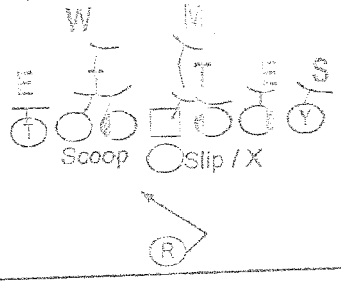
43 OV STK



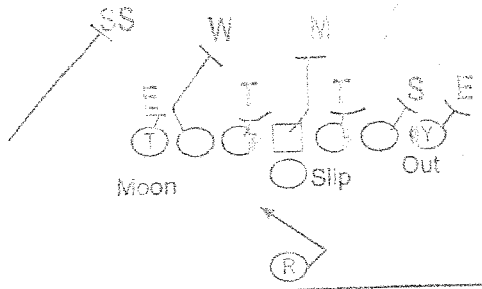
43 OV STK MIN



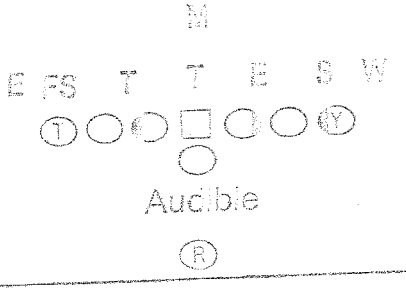
44 STG



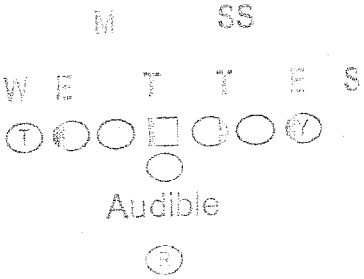
44 STG SAM SW



43 CUB WK



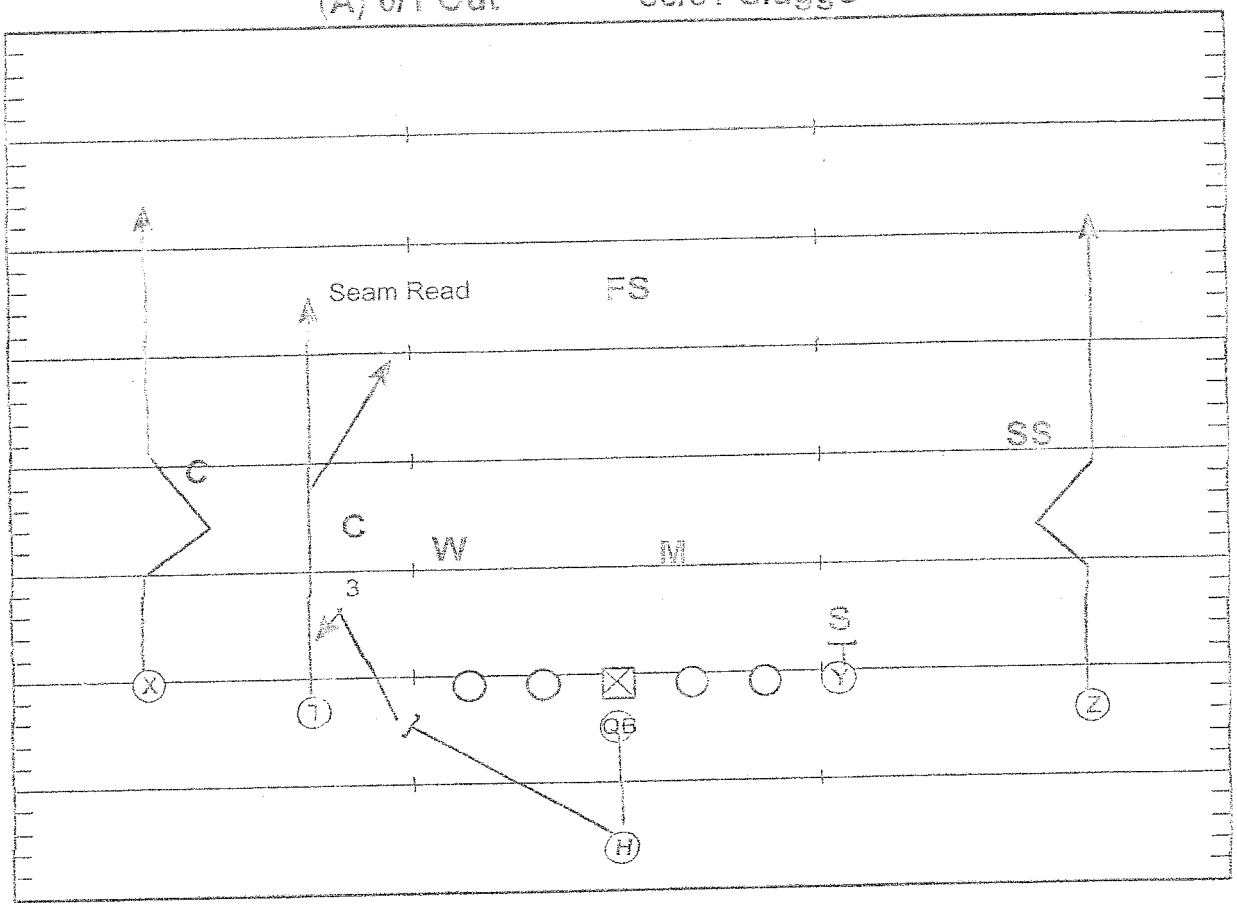
OV STK SAM OUT SIN



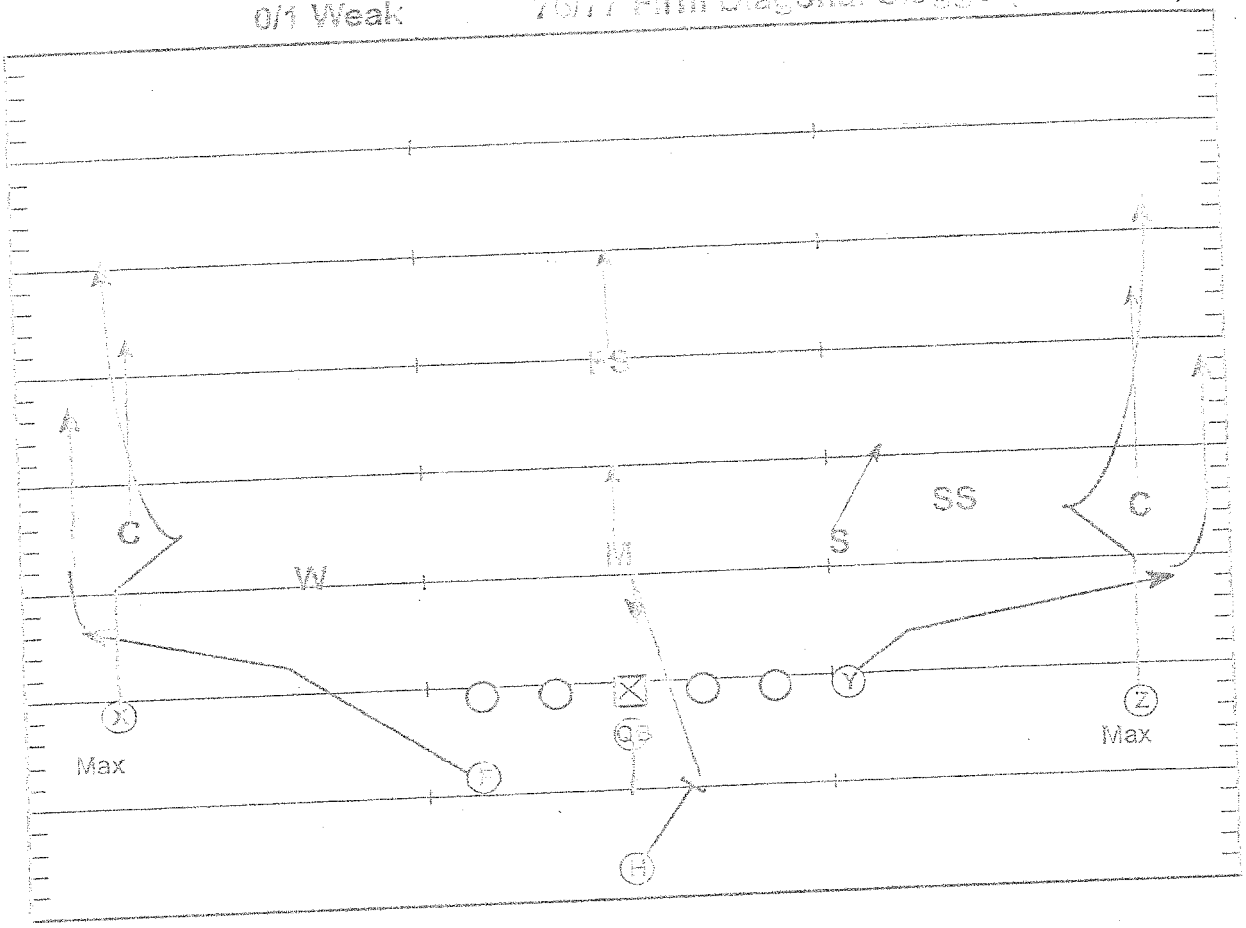
Houston Texans

Pass Game

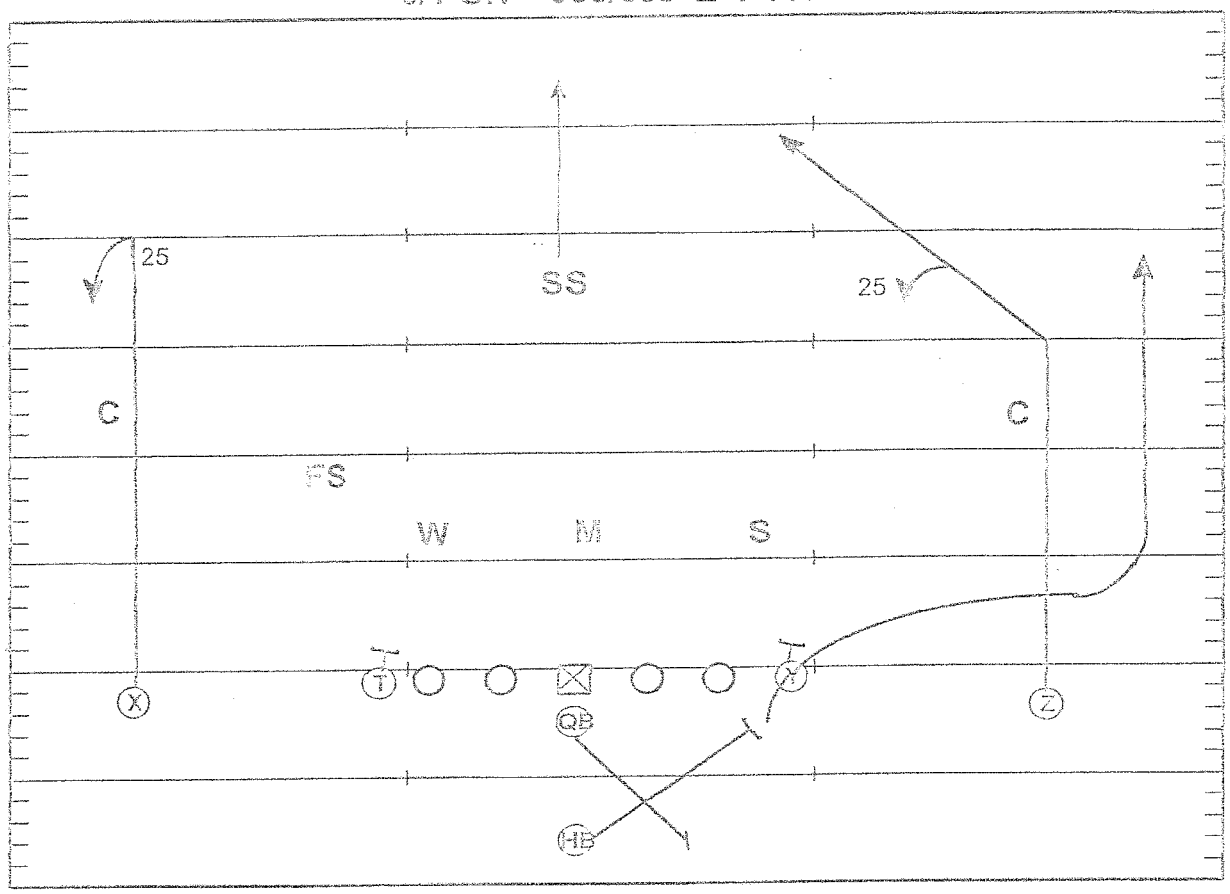
(A) 0/1 Out 80/81 Sluggo



0/1 Weak 76/77 Firm Diagonal Succo (Slant+Go)

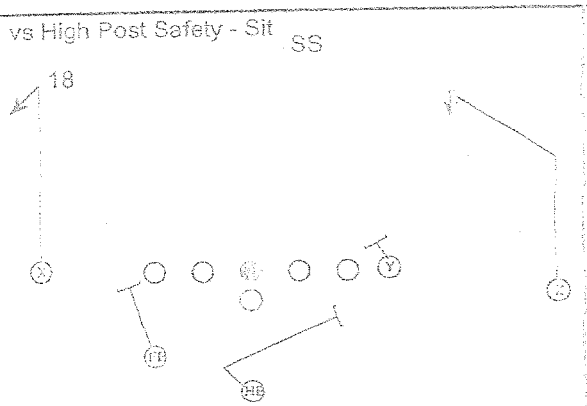


0/1 ON 638/639 Z- Poster

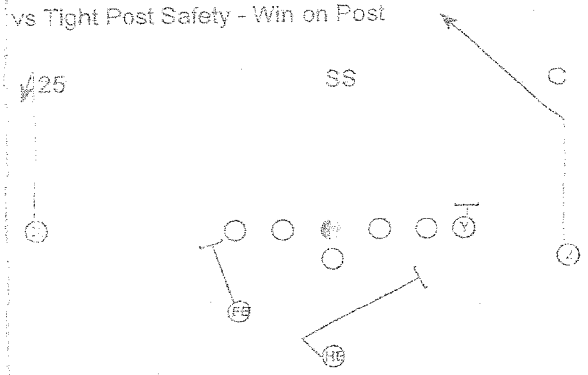


POSTER VARIATIONS

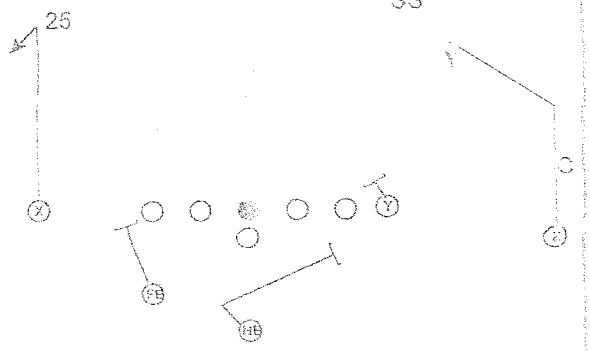
vs High Post Safety - Sit



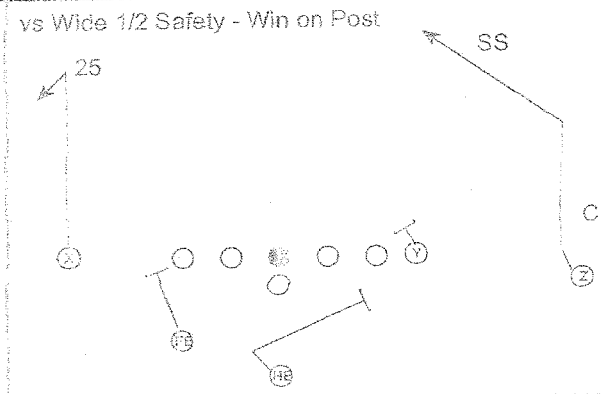
vs Tight Post Safety - Win on Post



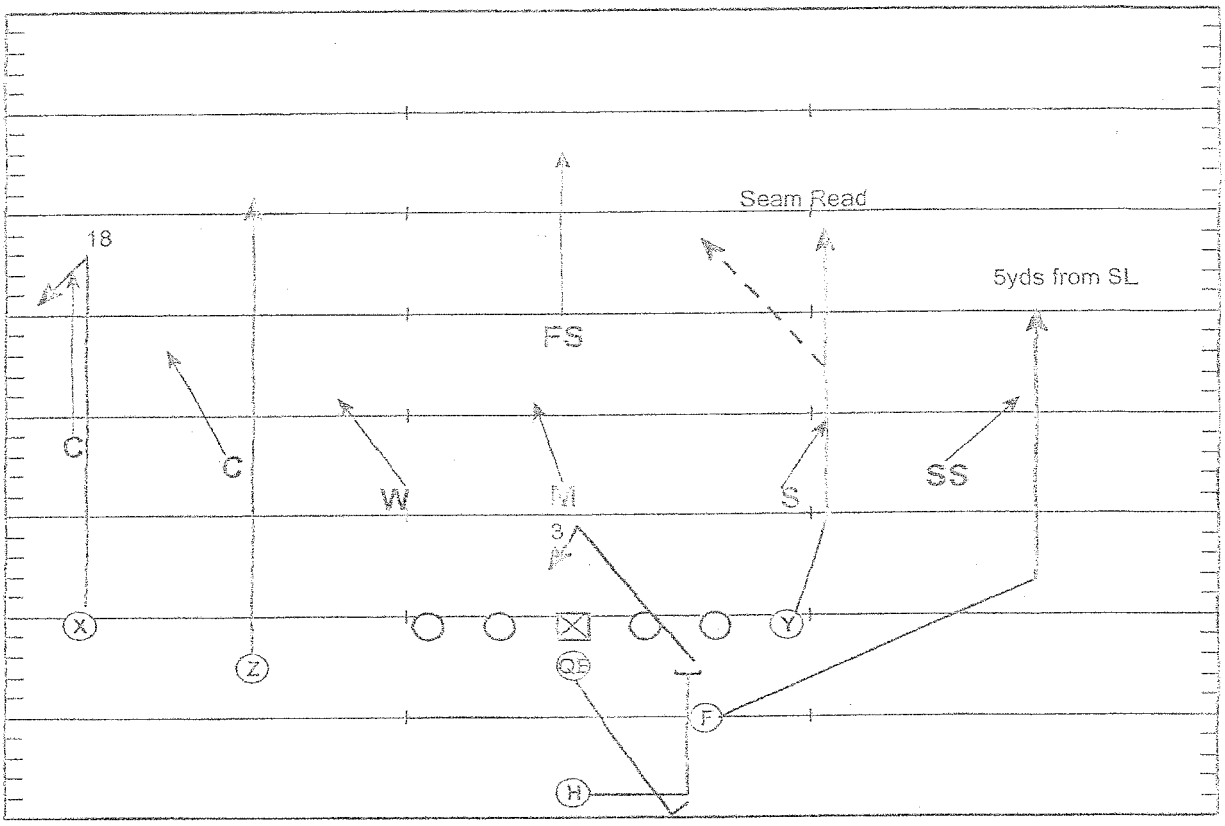
vs Tight 1/2 Safety - Sit



vs Wide 1/2 Safety - Win on Post

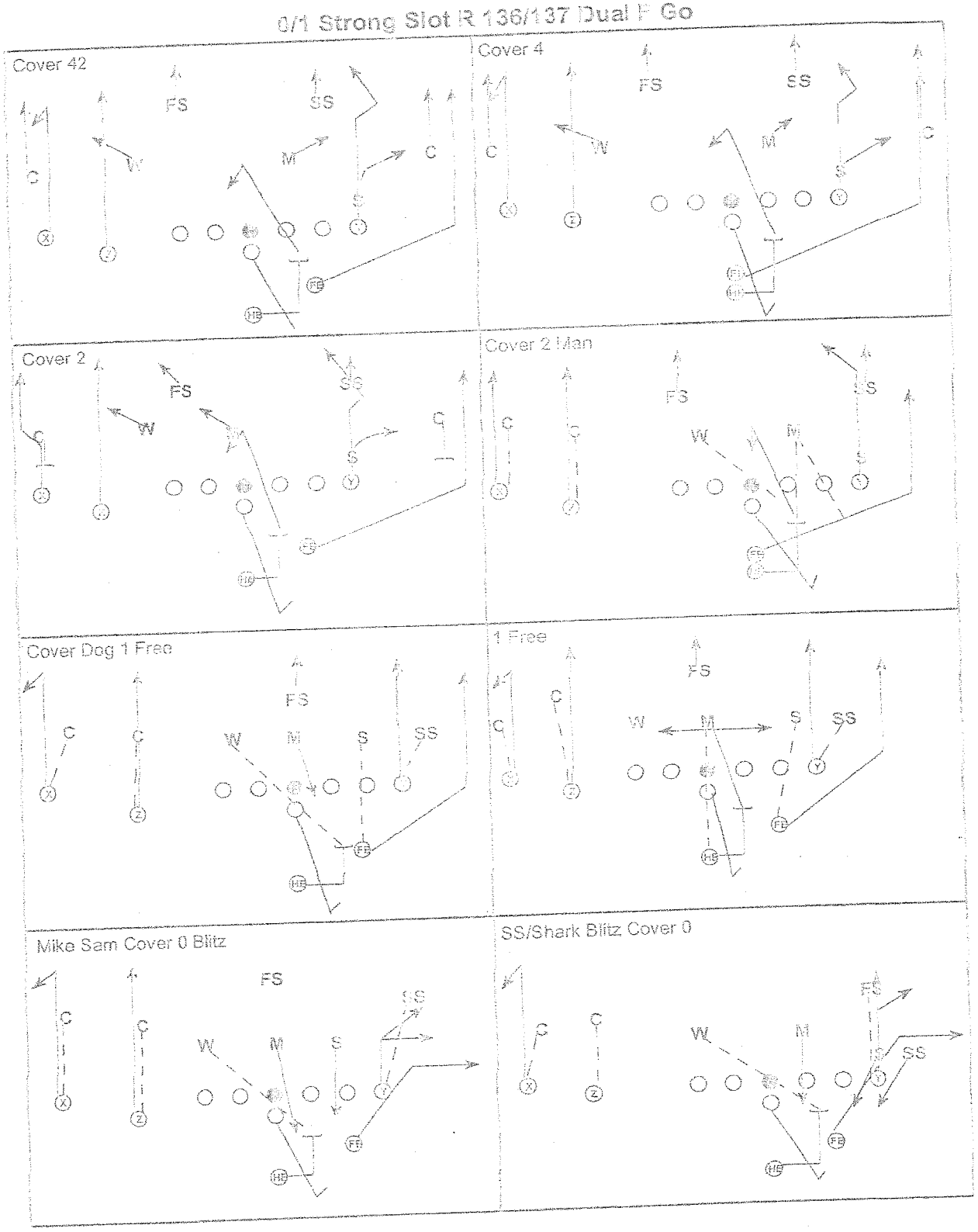


0/1 Str. Slot Ride 136/137 Dual F Go

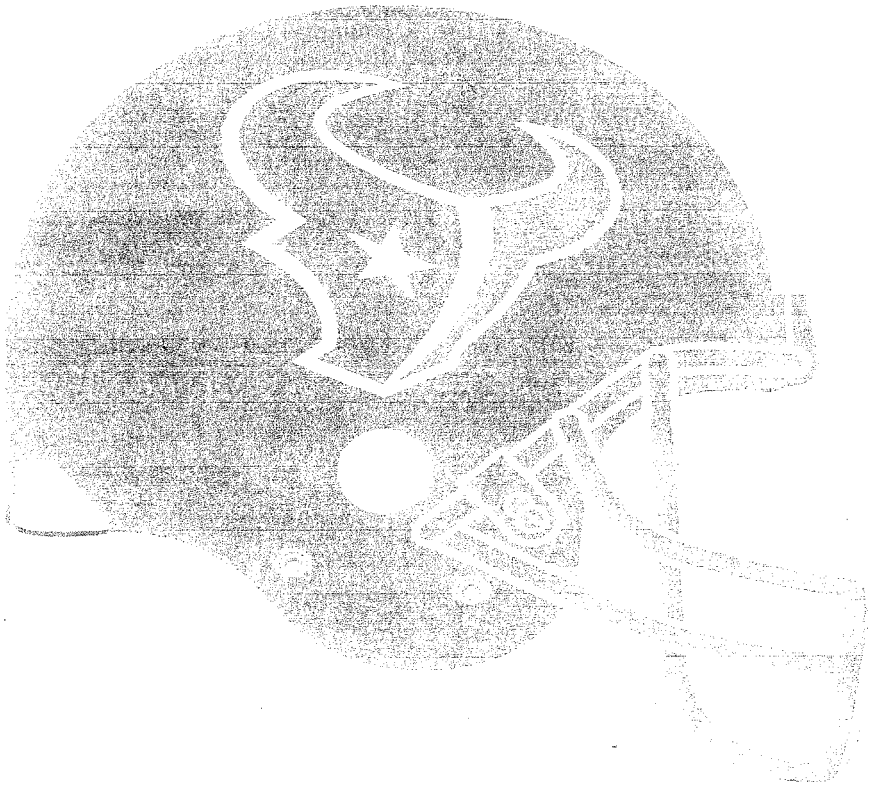


Z	Seam Alignment
Y	Execute a Seam Read
X	Maximum Plus Split – Execute an 18 Yard Comeback. Normal Conversions
QB	Fake Ride 36/37 Directional Read
HB:	Fake Ride 36/37. Block Protection Rule – N/T Execute a Checkdown
FB:	Execute a Go Route (Free Release). Gain Depth/Width aiming for 6 yards from Sideline

0/1 Strong Slot R 136/137 Dual F Go



2003
TEXANS OFFENSE



MEETING #6

TEXANS OFFENSE

2003 TEXANS OFFENSE
Meeting #6

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Conservation of Time		4
Conditioning		5
When we need to score		6-7
Coaching Points		8
Two Minute Offense		10-13

Five Minute	Meeting #	Page
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Coaching Points		16
Procedures		17

Run Game	Meeting #	Page
Slant 35-34 Power O		18-19

Pass Game	Meeting #	Page
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84/85 Red Y-Stop		22
82/83 Scat Y-Jerk		23
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76/77 All Streak X-Shallow		26

B. TIME-OUTS

Are a key element. Each team gets 3 timeouts per half. We must consciously be alert to conserve timeouts during the first 27-28 minutes of a half.

1. We would sacrifice a first down here and there early in the half in order to conserve a time-out. We would rather throw a pass out of bounds, run up the middle (even a QB sneak) than burn a time-out.

2. Only when a wrong call or a disruption will jeopardize a scoring opportunity (or aid opponets scoring opportunity) is a charged time-out more desirable.

3. With time-outs to use, offense/QB is free to take what the defense is giving. Basically the run and the entire middle with the pass.

4. Without time-outs, offense/QB is forced to throw deep for yardage and to the sideline to stop the clock.

5. A good time to use a time-out is before a critical third down play. Take the time to make the right call; you can also think ahead to "what if" on fourth down. We don't want to be reduced to a single play (forth down)

6. Time-outs should be used to get the team in a position to run four plays from scoring position in the final 35 seconds (this is particularly true when needing to score and at the end of a game). If a time-out is still available within the final 35-40 seconds and field position needs are appropriate a screen or draw followed by an immediate time-out is a good choice.

7. QB calling time-out.....go to the Referee (directly behind you in offensive backfield) BEFORE the play is stopped. Immediately signal and yell for time-out if ball carrier is tackled in bounds.

C. HOW TO CONSERVE TIME

1. Assume no huddle unless QB calls you to huddle.

2. Line up quickly - get out of piles

3. Substitutes and messengers SPRINT full speed on and off the field.

4. Speed up play calling. Use simple formations, eliminate motion (use motion only on downs following a total clock stop). Hurry, but never rush

5. Use short snap count - saves time, minimizes penalties, builds consistency. By using the same snap count throughout, automatics can be called on the line without giving the snap count.

6. Use of successive plays called in huddle:
   a. First play successful and clock stops-rehuddle and call a play.
   b. First play successful and clock running-on the ball and run it
   c. First play unsuccessful (incomplete pass)-rehuddle and call a play
   d. Second play successful and clock running-"time" or "Attack,Attack"
   e. If QB should get sacked, all Receivers SPRINT back to LOS as fast as possible.

7. Stay Poised, Avoid Heroics
   a. QB run only if big yardage possible
   b. Ball carriers don't struggle for inches. It consumes time. Get right down. Some Teams look for struggling, fighting ball carriers to cause fumbles.

TWO-MINUTE OFFENSE

II. CONDITIONING, poise, patience, confidence, awareness and alertness are the foundation upon which success at the end of the half (or game) is built. Stay calm, cool, and confident. It is important both for your performance and for the attitude and confidence of the team.

III. In our offense, our basic plan is in fact our Beat-the-Clock offense. We merely have to eliminate the plays not pertinent to the particular situation. It is not necessary to add anything new. Thus, at the point of the game when execution is vital, we will be using core plays in which we have knowledge and confidence. It is not the play but the time management and decisions that are important.

IV. Employ only personnel suited to the situation by skill, temperament, awareness, and poise. Have guys in the game capable of making plays. Plan for the Beat-the-Clock and make sure vital personnel are well rested beforehand

V. QB must be aware of circumstances that dictate when to take a sack and when to throw the football away. Basically, when aiming to run the clock out, take the sack. When aiming to conserve time to score, throw it away.

VI. Coaches and players involved should be in the legal sideline box. Everyone else must move back and clear the sideline area so that we may operate at the greatest speed and efficiency possible.

VII. Screens and Draws are applicable to almost all situations. They are particularly good early in the series when the defense is playing soft. Also, they are good when using two plays in succession. Screen is good on first play because it insures a completion. Draw is good on second play, then take a time-out.

VIII WHEN WE NEED TO SCORE

a. There is a tendency, which must be overcome, to try to score right away, all at once. Actually, first downs are more important because they gain field position and build confidence and momentum. Keep the football obviously we can't score without it. Defense may be lying back initially, much more concerned about preventing long gains than first downs.Further opening the opportunities to achieve momentum by gaining first downs. Now is the time to use a time-out to get something done and conserve time for the final push.

b. Expect substitution defenses with deep dropping LB's and DB's playing wide enough to influence recievers away from the sidelines. In these circumstances, the offense/QB must throw short(under LB's) and inside the perimeter-to be able to do so, offense must have time-outs available.

c. Use safe, controlled passes initially, while determining the opponents's approach to the situation. Can be anticipated by film study.

d. It is important to know how deep LB's can/will drop. Keep taking short and medium range passes as along as the defense is giving them. Draw also exploits deep dropping LB's or will pull them closer. Availability of time-outs are necessary for this.

e. Best all purpose deep route to throw is corner-out:

1. It isolates one deep defender
2. Comes off an inside move
3. Is easily thrown out of bounds if necessary
4. Reciever can quickly get out of bounds
5. It is the deep ball we will throw the very best

TWO MINUTE OFFENSE

TWO MINUTE OFFENSE MECHANICS

The QB will alert the team for TWO MINUTE in the huddle. Example of QB call: "Alert for Two Minutes. This is the play is Trips Rt 62 X Read on 1"

The QB may call two plays in the huddle. First play "Trips Rt 62 X Read", second play "90". Both on 2nd sound.

Offensive team will line up in two point stance during two minute drill. After running the first play, the offense will line up on the LOS "Attack-Attack". The QB will call the formation and play (i.e. "Trips Rt., Trips Rt. 62,62")and we will run 62 on the 2nd sound.

We can use the two minute offense at any time we feel we want to hurry up the tempo or we are running out of time.

USE OF TIMEOUTS

With two or more time-outs we utilize a time-out after a long gain, if the clock does stop, or on a special situation created where an important decision must be made.

We will save one time-out for a field goal try. Let the clock run down to 7 seconds before using the last time-out.

FINAL FIVE MINUTE OFFENSE

FINAL FIVE MINUTES - NEED A SCORE TO WIN

1. The clock starts on the referee's whistle or center's snap. All 5 minute clock rules apply.
2. Clock does not legally start until a kickoff is legally touched. No return time used. Can Fair Catch short kick to save time.
3. On a foul by the defense with less than 5 Minutes remaining, the clock starts on the snap.
4. Referee can stop clock for undue pile-up, delay in placing ball, defense slow assembling.
5. Penalty on defense and clock has run out - Offense has another play.
6. Ball cannot be snapped until Umpire has left the ball.
7. Substitutes must leave the field on our Sideline.
8. Following the winning score, all players remain on our sideline. To run on the field would result in being penalized on the Next Kick-Off.

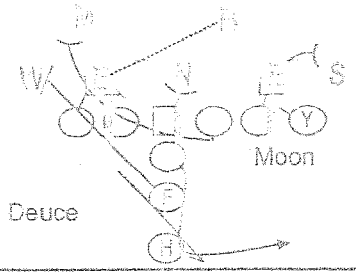
[illegible] FIVE-MINUTE OFFENSE [illegible]

Game Procedures

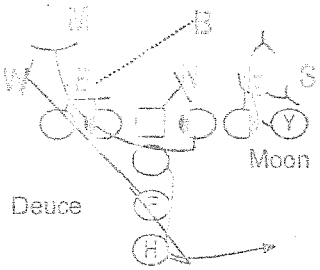
1. Offensive team gather on sideline. Everyone else clears area.
2. Discuss situation and clock use with QB. Know how many time-outs left.
3. Anticipate the situation as it might develop throughout the possession. It will constantly change.
4. Alert team to situation and assume no huddle.
5. Be sure the correct personnel is in the game.
6. Plan for TD or FG.
7. QB remind the tean of "Stop the Clock" play on sideline or in huddle.
8. Decide on punt (fair catch) before return team takes the field.
9. QB come to the sideline on the time-outs. Discuss use of clock and time-outs. Use time-outs to get to the scoring zone.
10. Messengers be ready-sprint into the game.
11. If the clock starts on the snap, use huddle; if it starts on "Ready", use no huddle on LOS.
12. Pass protection is vital.
13. If necessary, save time-out for Field Goal!
14. Minimum time for Field Goal with clock running is 20 seconds.
15. Let clock run down before Field Goal (QB stand next to referee), call time-out after 5 second sign has flashed.
16. Anticipate situations where clock starts on Referee's "Ready" signal.

Slant 35/34 Power O

34 Under



34/44



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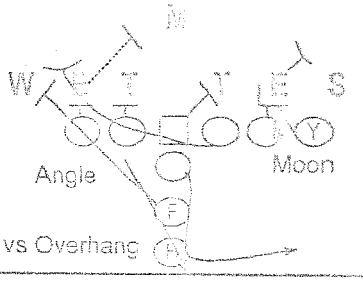
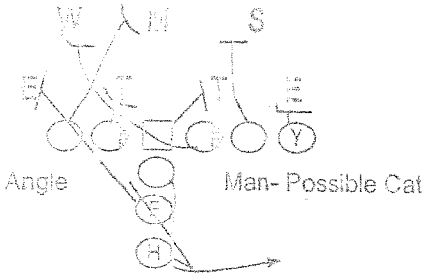
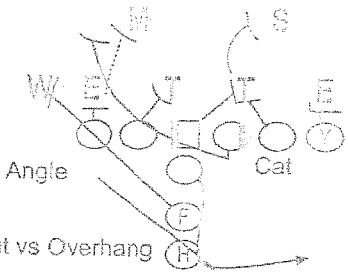


Audible Out vs Overhang

43 Stack

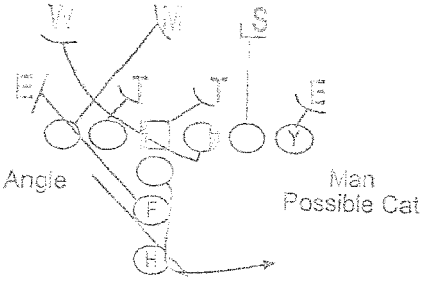


43 OV STK

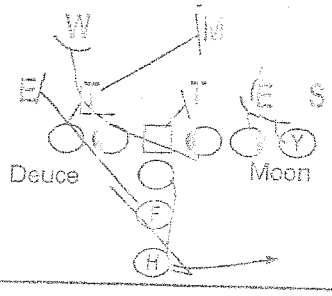


Audible Out vs Overhang

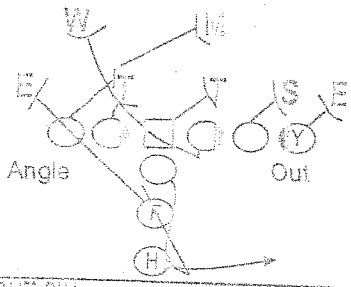
43 OV STK WIN



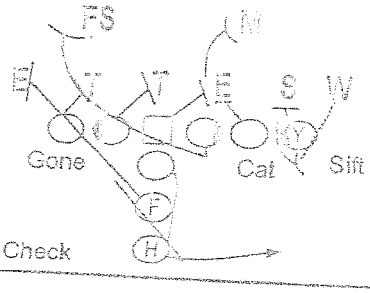
44 STG



44 STG SAM SW

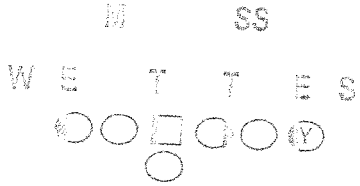


43 CUB WK



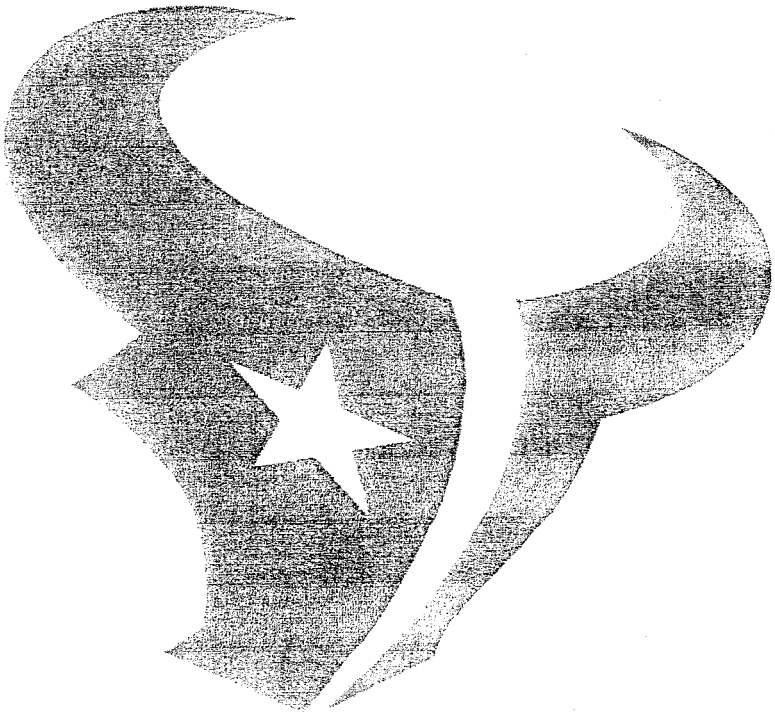
Alert Cub Check

OV STK SAM OUT SIN



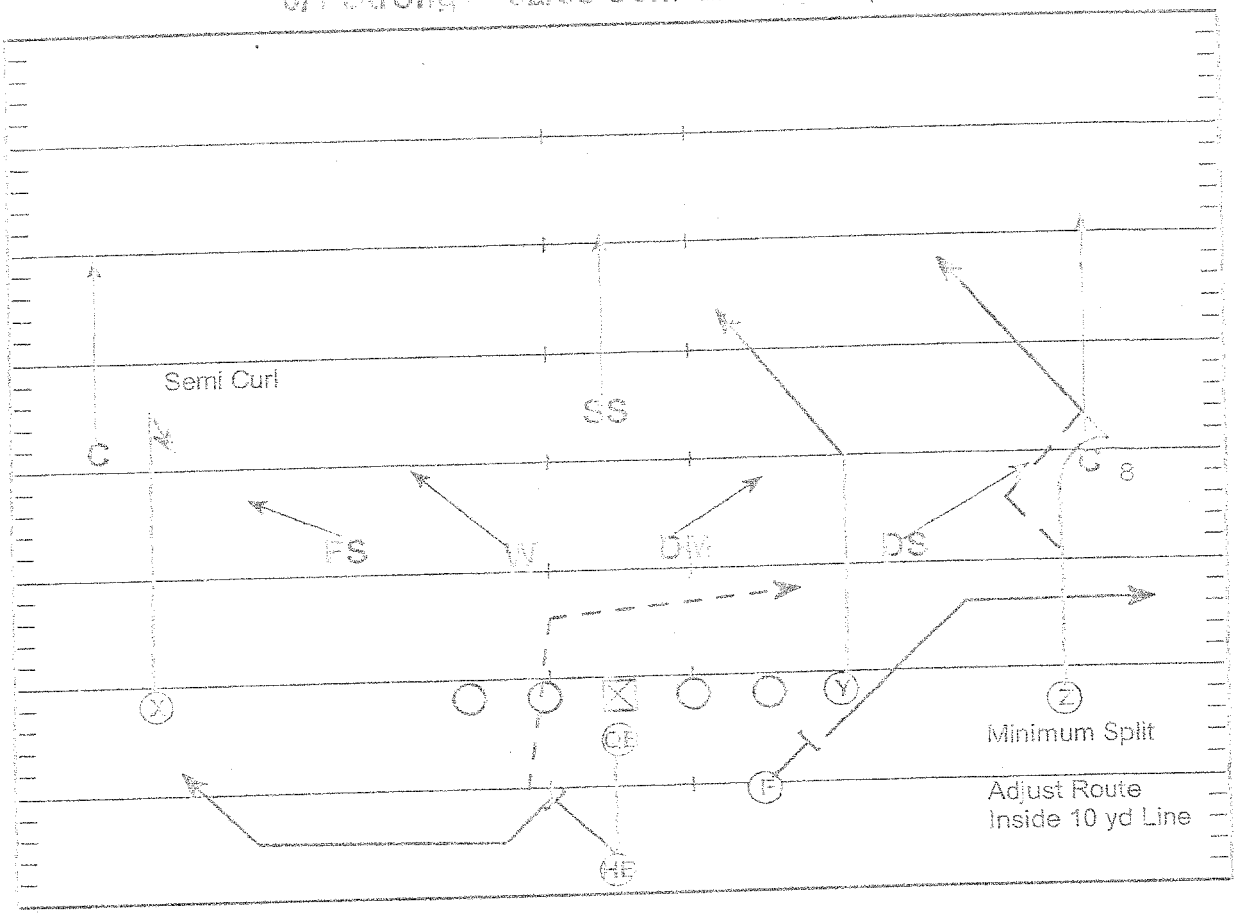
Audible Out

Houston Texans

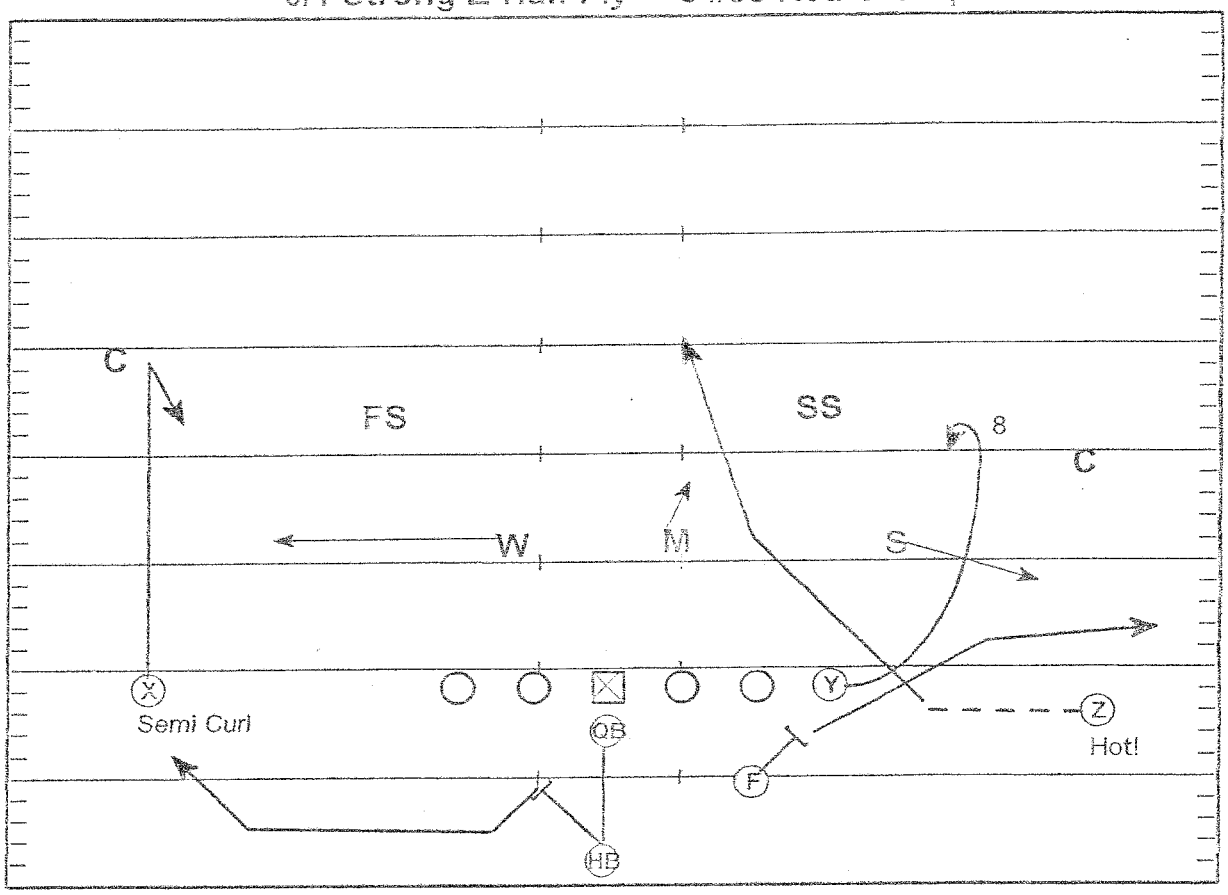


Pass Game

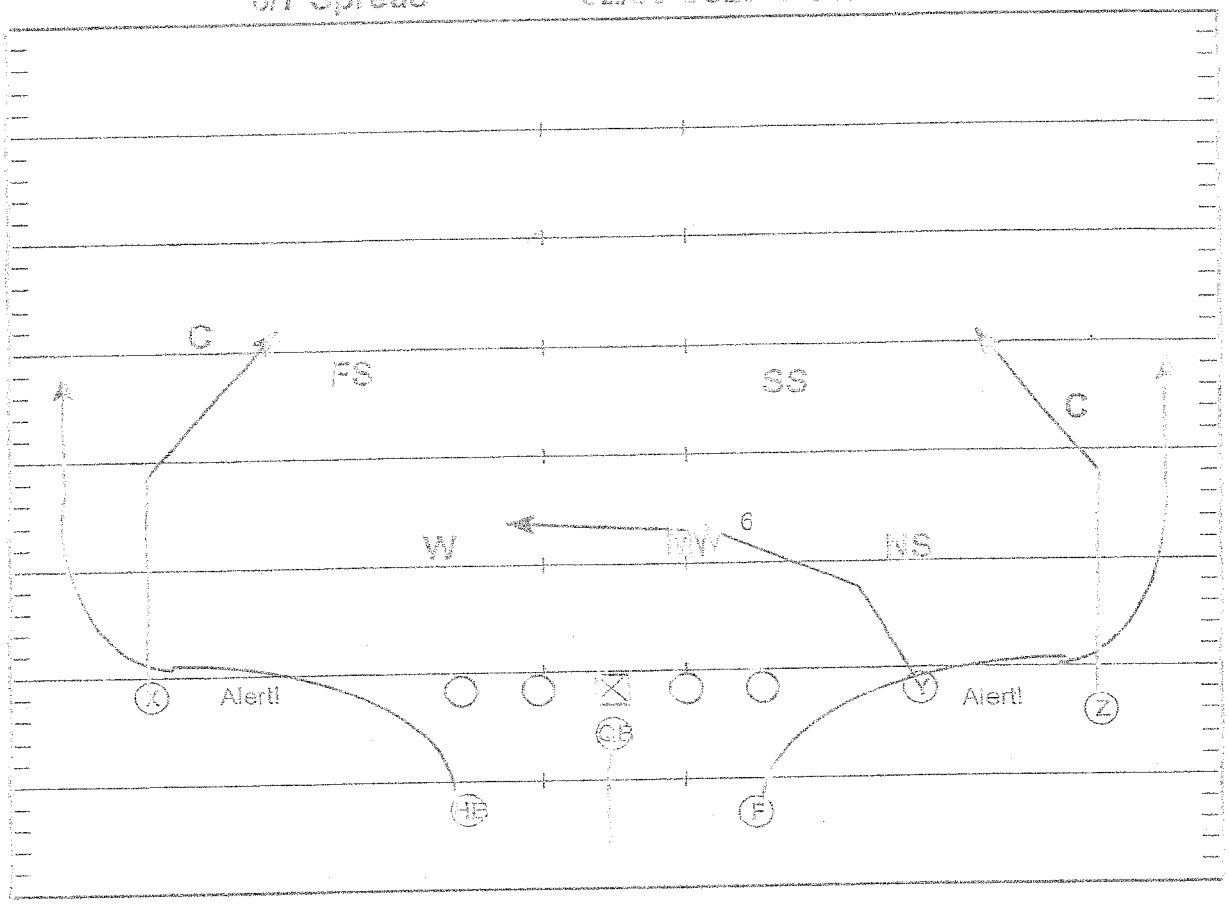
C/1 Strong - 52/53 Semi Z-Topper (H-Sneak)



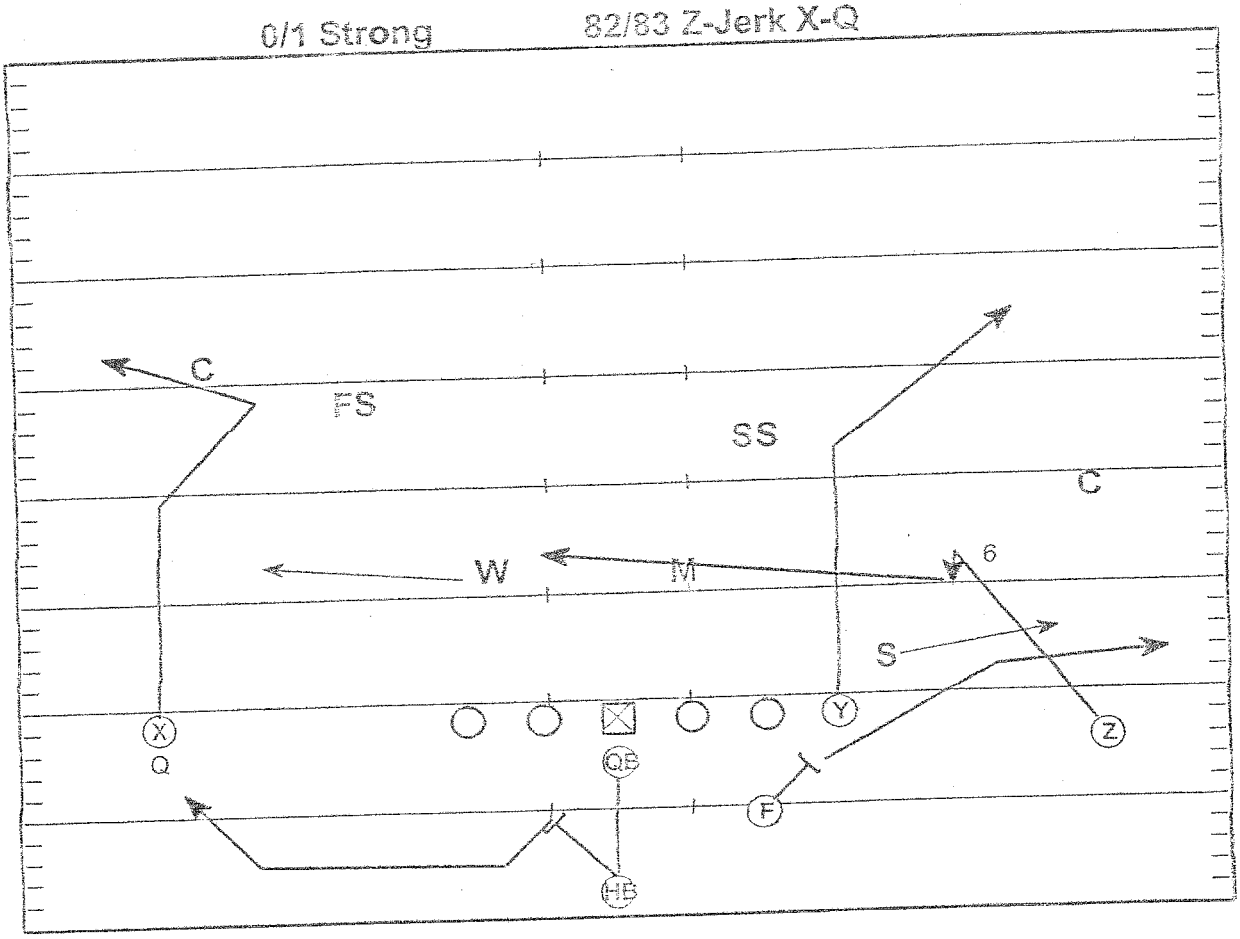
0/1 Strong Z-Half Fly 84/85 Red Y-Stop



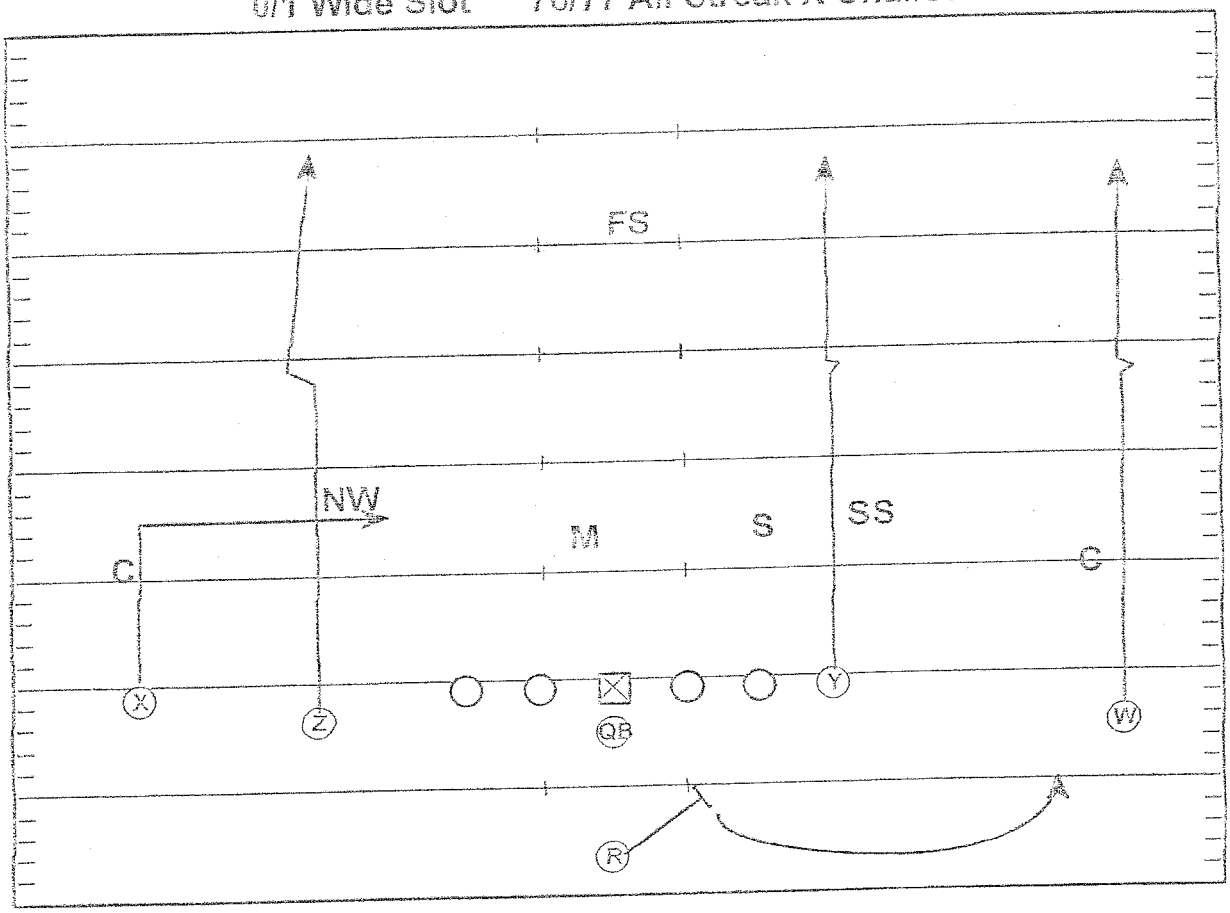
6/7 Spread 52/53 Scat Y-Jerk



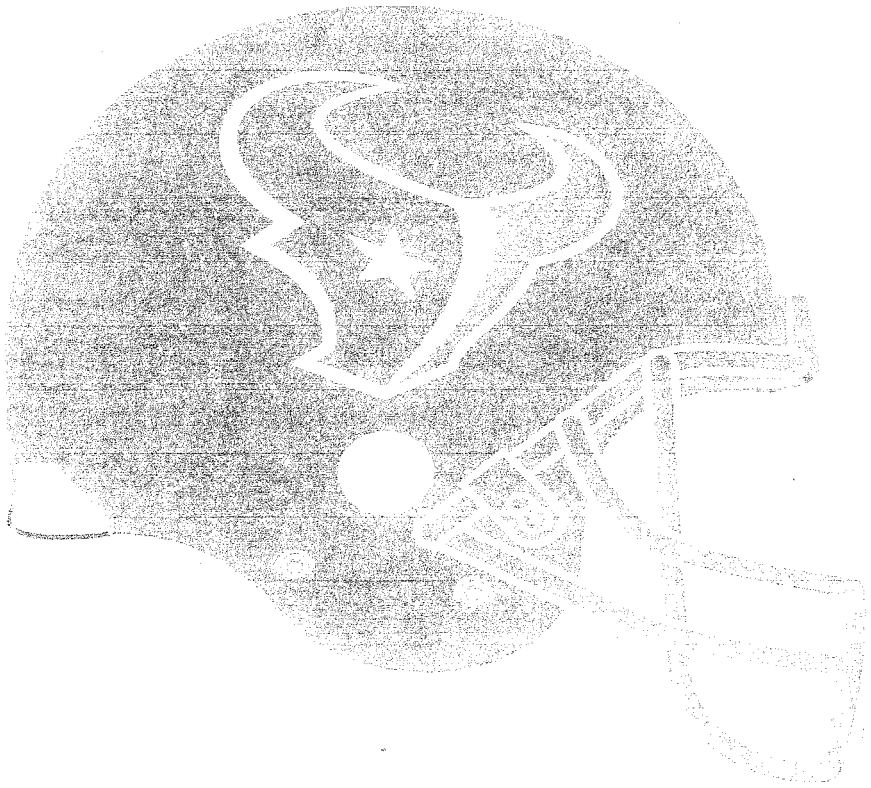
0/1 Strong 82/83 Z-Jerk X-Q



0/1 Wide Slot 76/77 All Streak X-Shallow



2003
TEXANS OFFENSE



MEETING #7

TEXANS OFFENSE

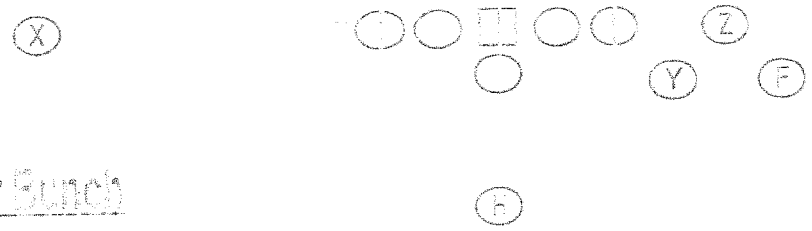
2003 TEXANS OFFENSE
Meeting #7

Formations	Meeting #	Page
Bunch		3

Pass Game	Meeting #	Page
76/77 Slow X Snag		5
76/77 Firm Y-Bowa		6
76/77 Firm Z-Bowa		7

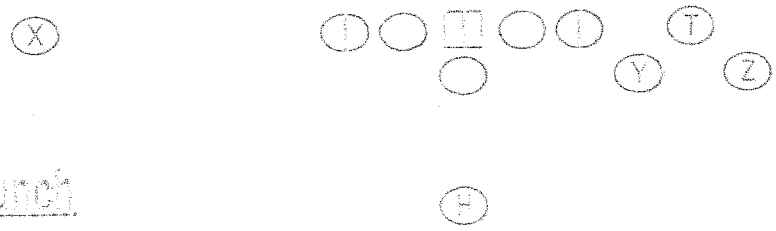
BUNCH Formations

Regular



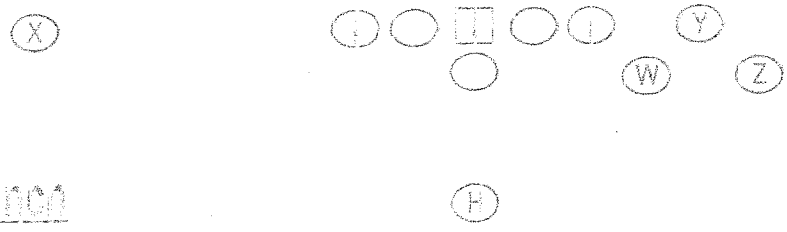
0 Wider Bunch

Ace



0 Wide Bunch

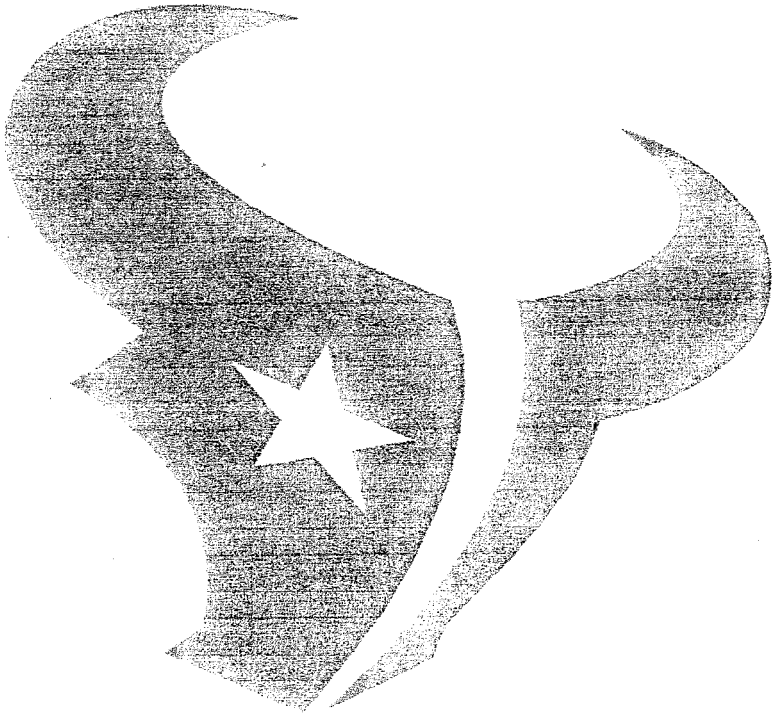
Kings



0 Box Bunch

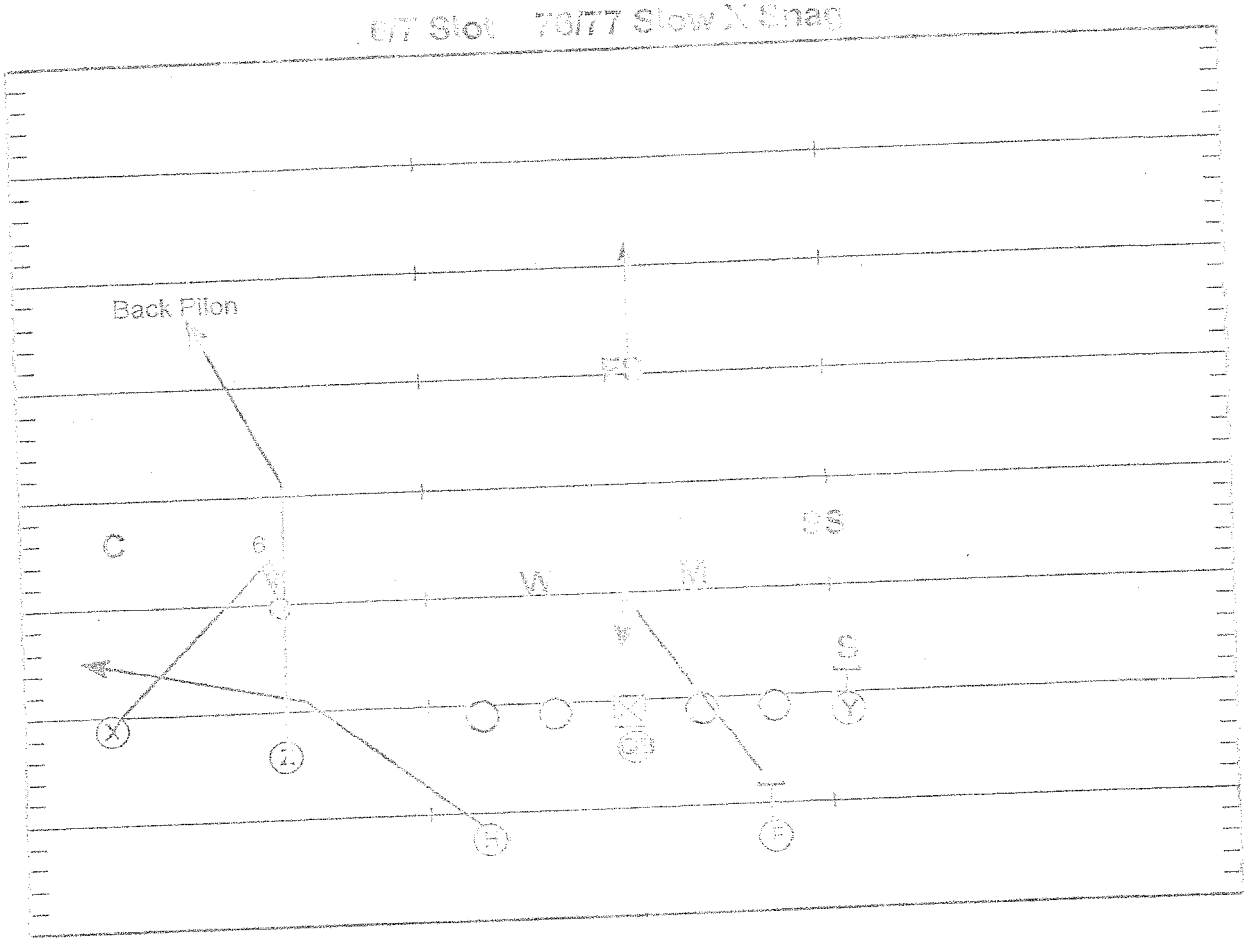
Our Bunch formations are called to indicate the alignments of the receivers.
The "Bunch" tag reduces the formation into a bunch alignment.

Houston Texans

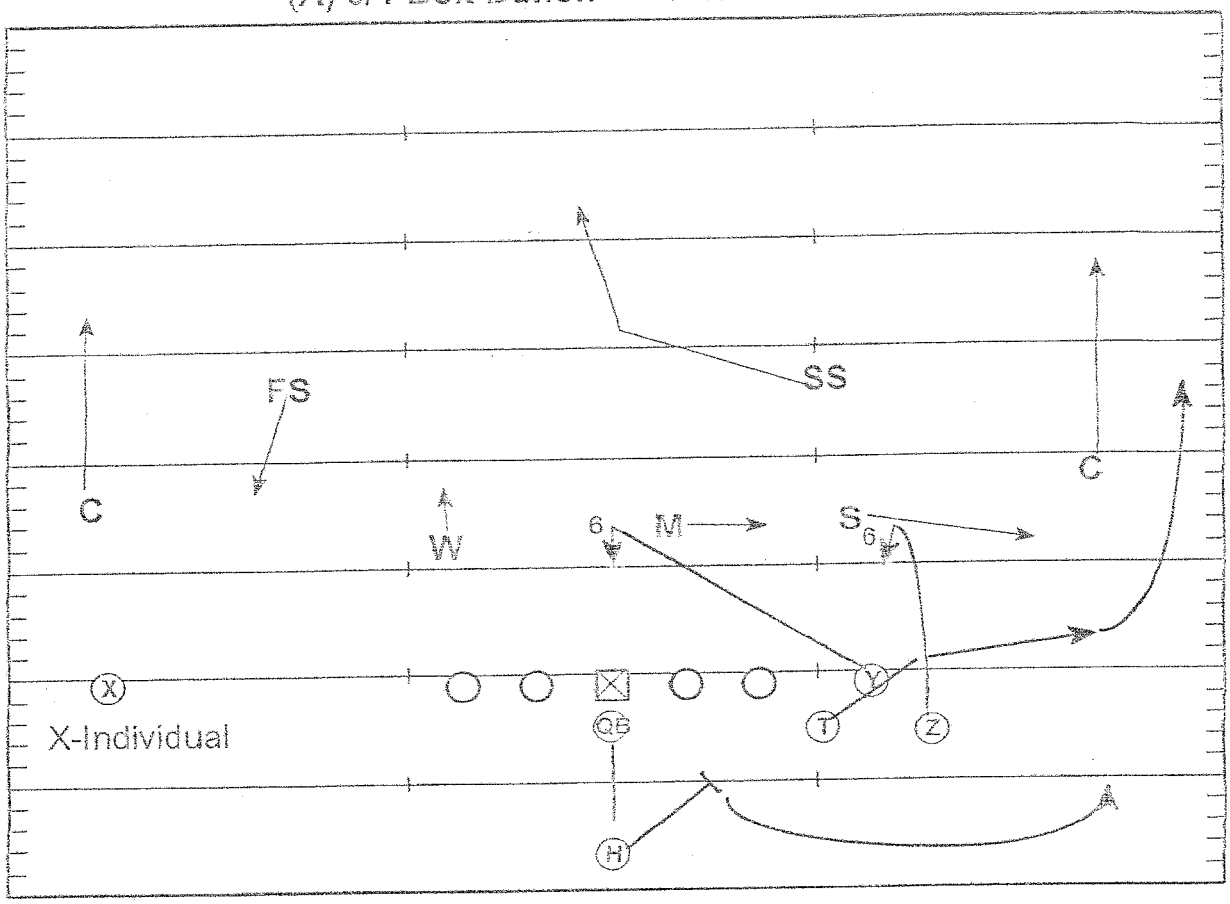


Pass Game

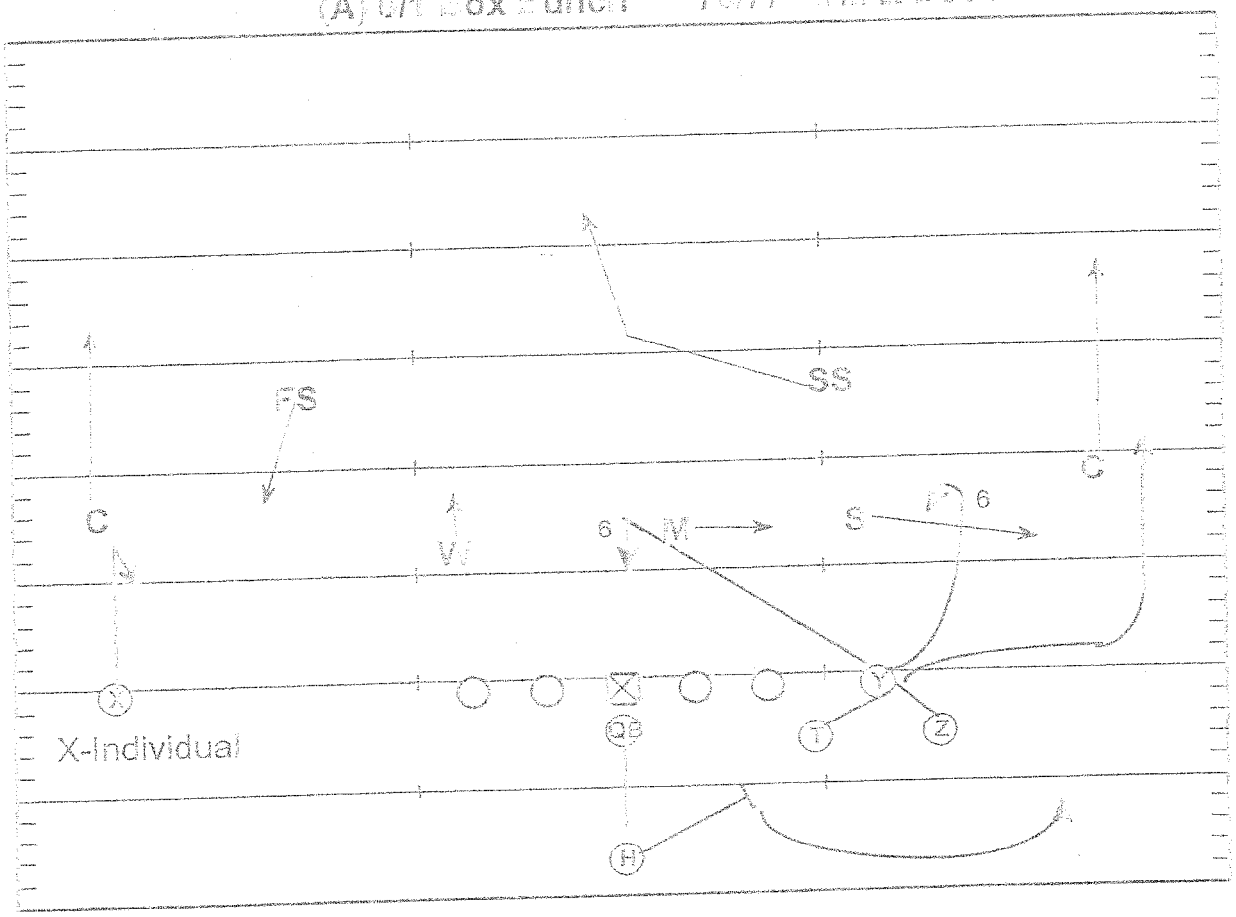
6/7 Slot 70/77 Slow X Snag



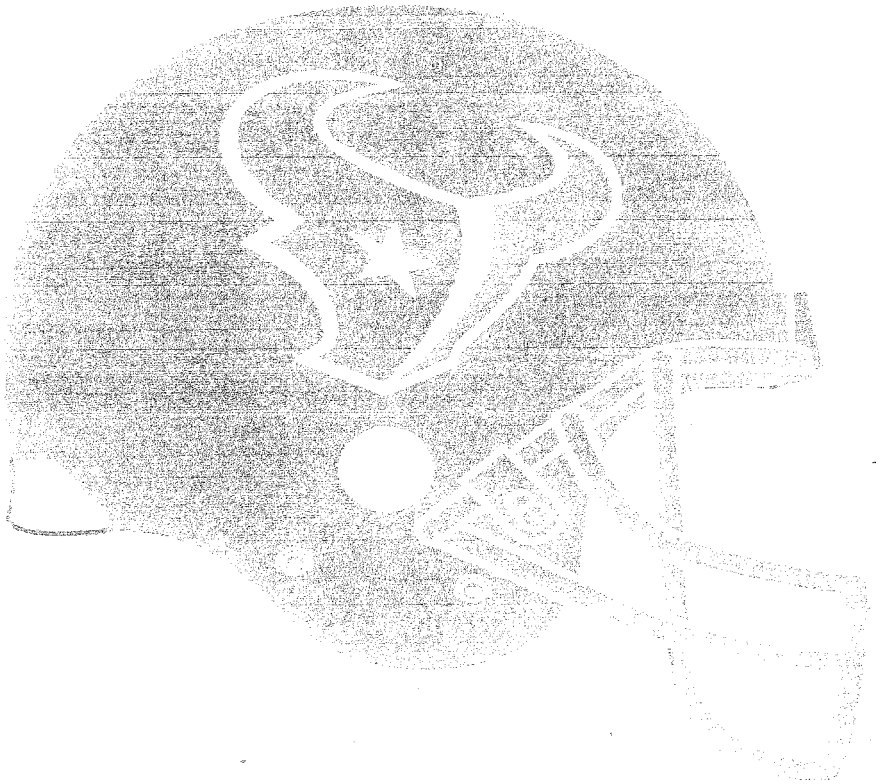
(A) 0/1 Box Bunch 76/77 Firm Y-Bowa



(A) 0/1 Box Bunch 76/77 Firm Z-Bowe



2003
TEXANS OFFENSE



MEETING #8

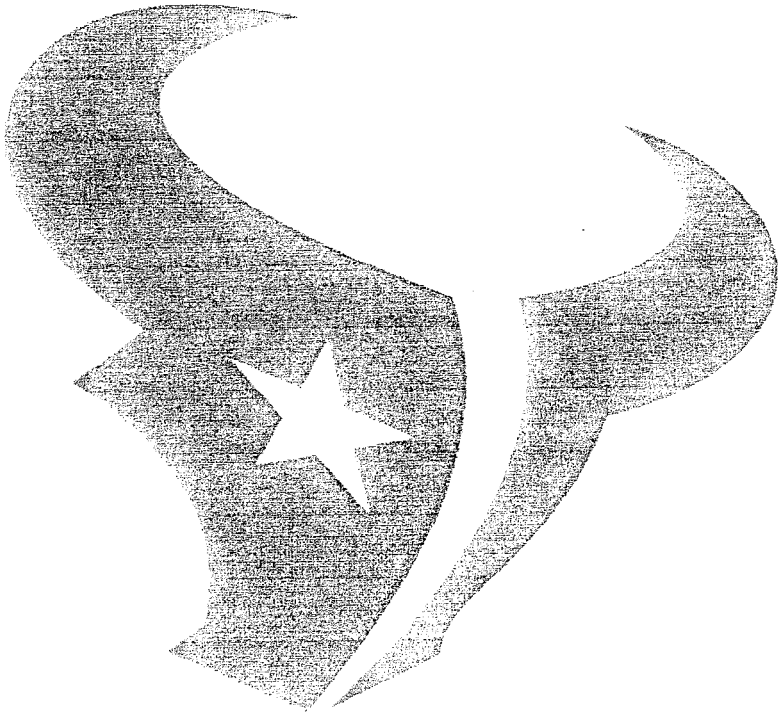
TEXANS OFFENSE

2003 TEXANS OFFENSE
Meeting #8

Formations	Heading	Page #
Empty		2

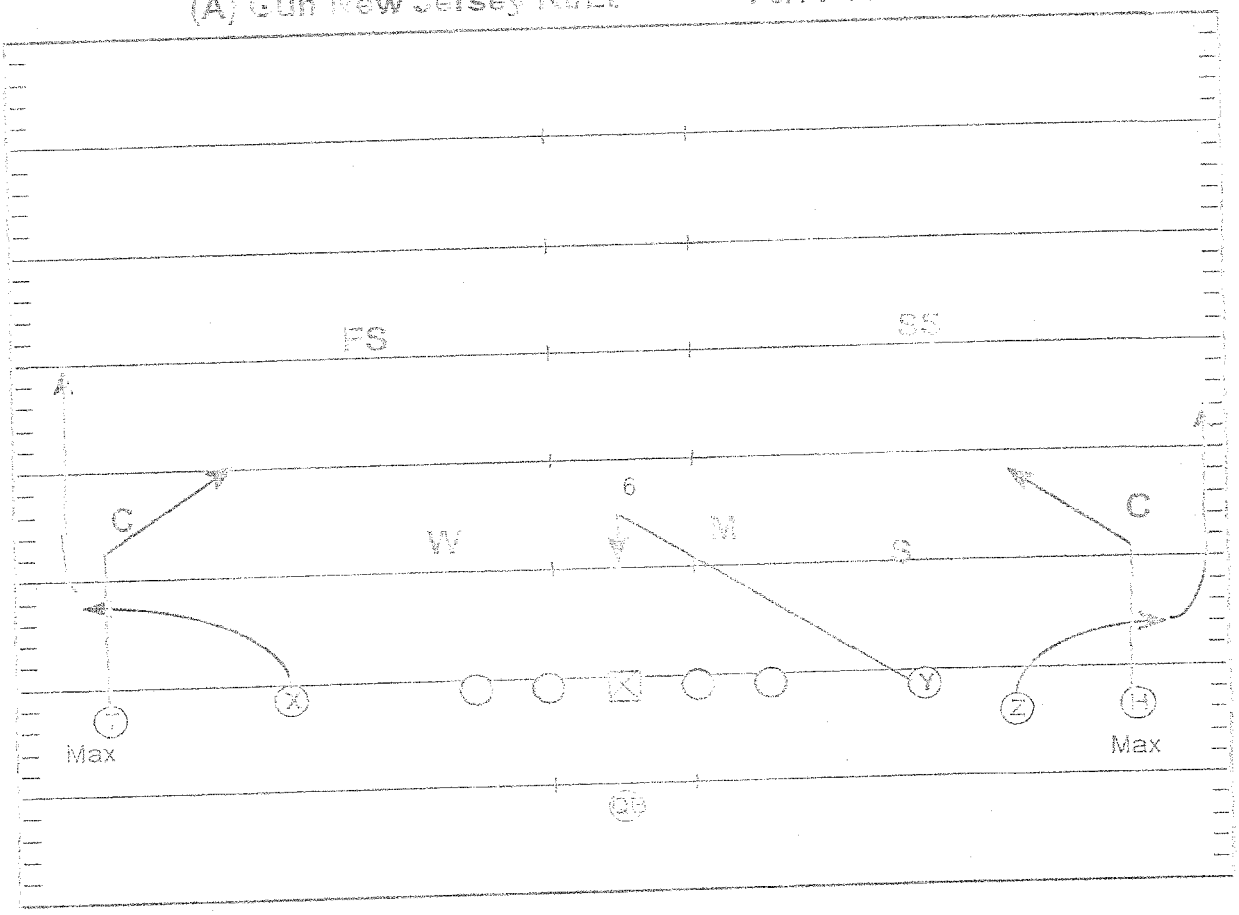
Plays/Drills	Notes	Page #
76/77 Flim SCAT Y-SAM		5
80/81 Scat Z-Sail X-Hot		6
76/77 Flim Scat Y-Hook X-Option		7
Rice 136/137 Dual Semi Stay X-Snag		8
Rice 136/137 Dual Streak T-Shallow		9
76/77 DIG Z-Shallow R-Sneak		10

Houston Texans



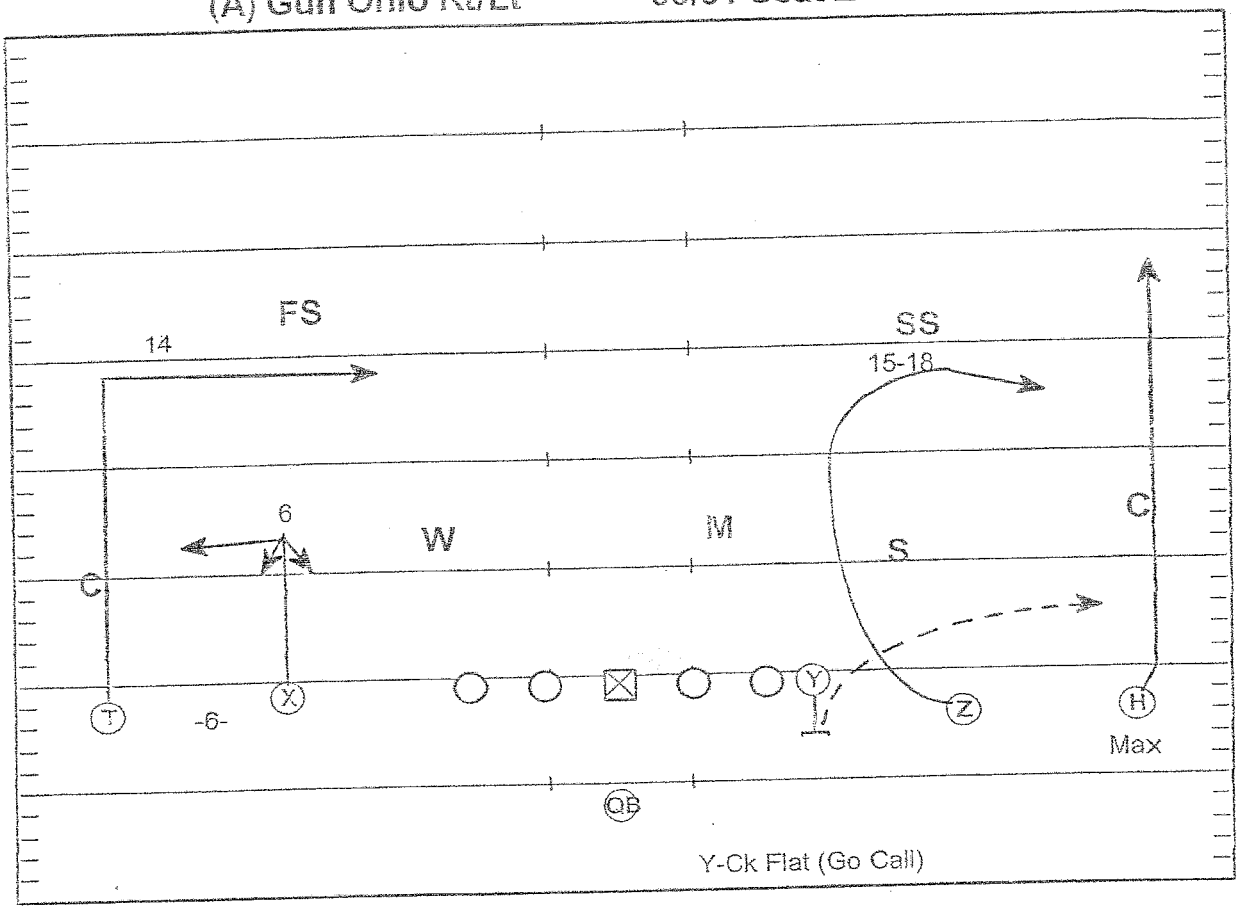
Pass Game

(A) Gun New Jersey Rt/Lt 75/77 Firm: SCAT Y-SAM

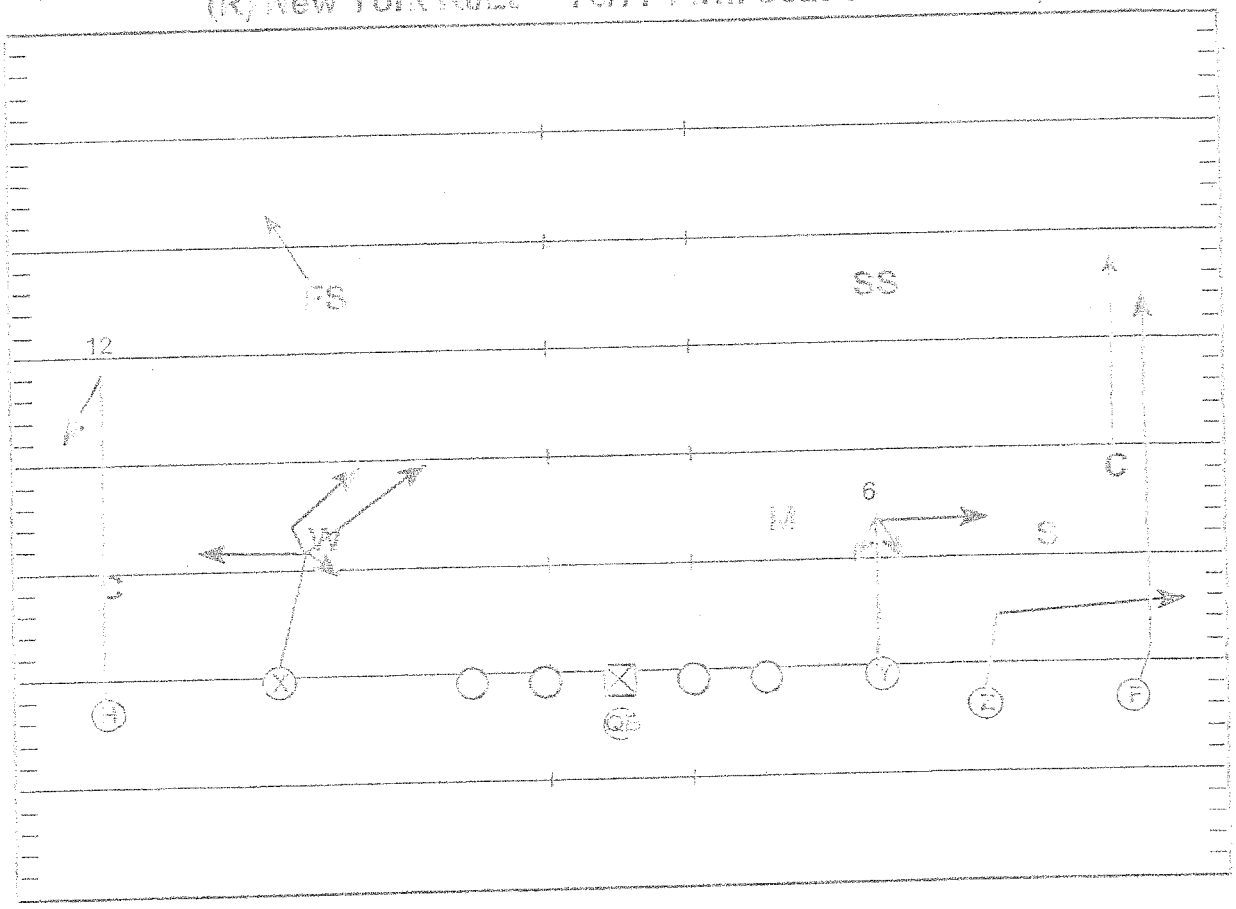


All Hots Are Built In Firm Game

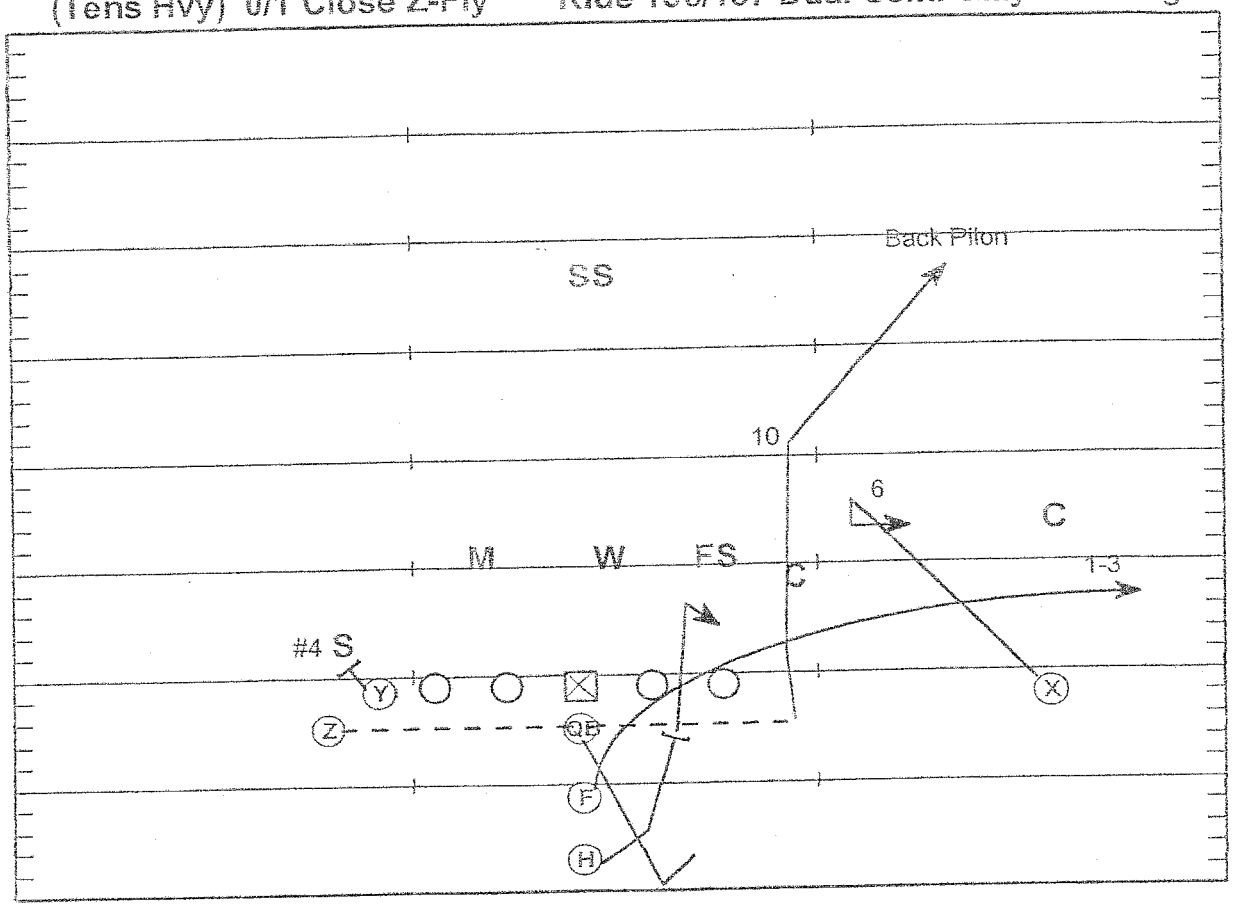
(A) Gun Ohio Rt/Lt 80/81 Scat Z-Sail X-Hot



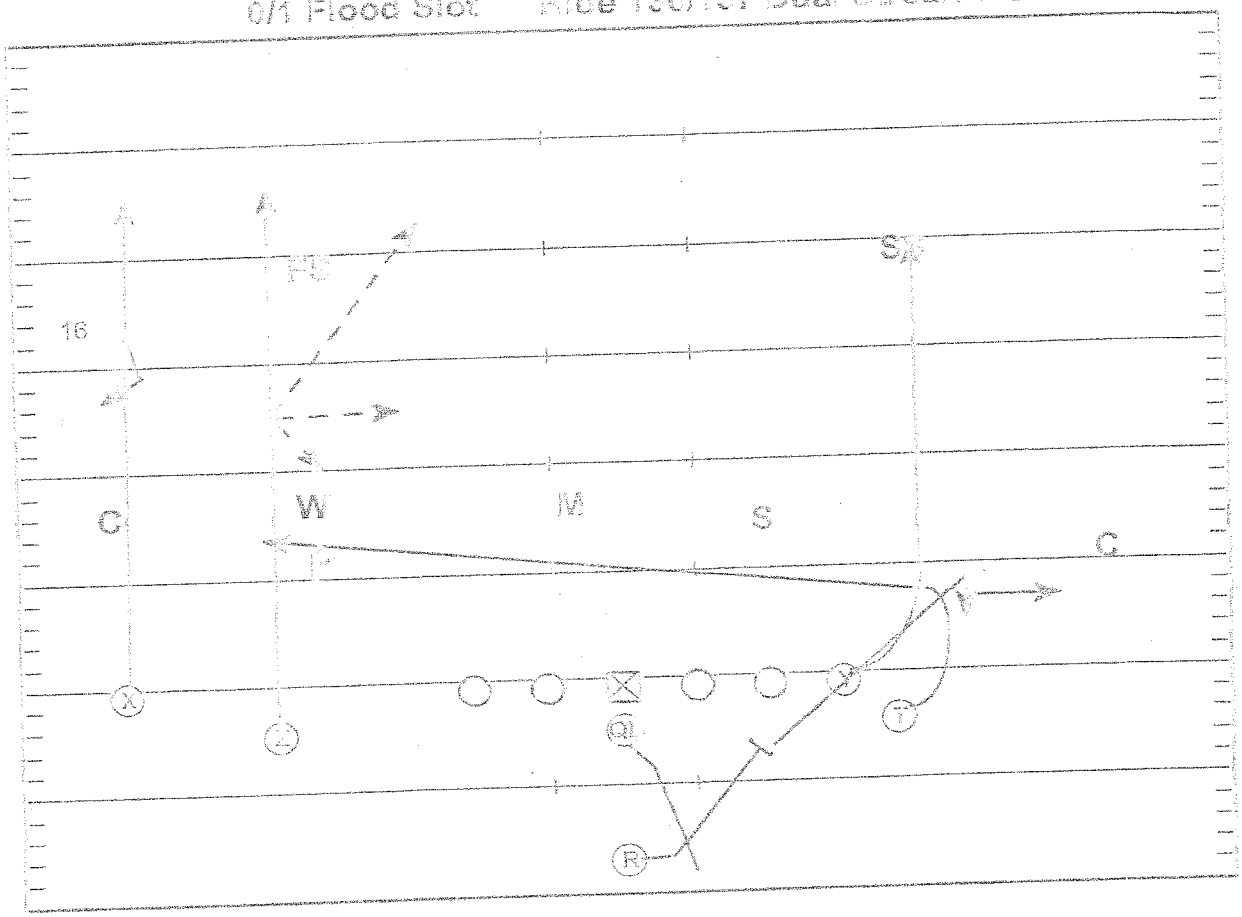
(R) New York Rt/Lt 70/77 Firm Scat Y-Hook X-Option



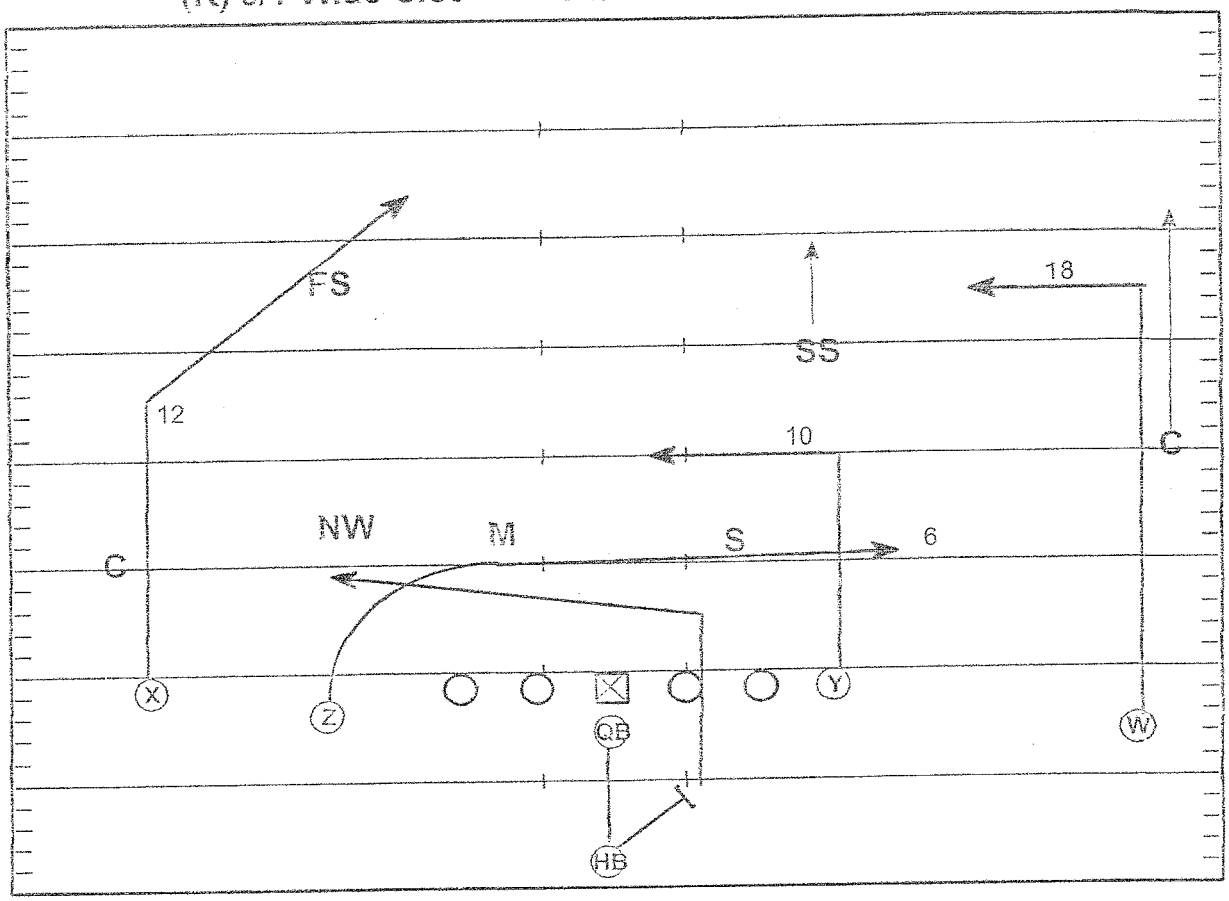
(Tens Hvy) 0/1 Close Z-Fly Ride 136/137 Dual Semi Stay X-Snag



0/1 Flood Slot Ride 136/137 Dual Streak T-Shallow



(K) 0/1 Wide Slot 76/77 DIG Z-Shallow R-Sneak



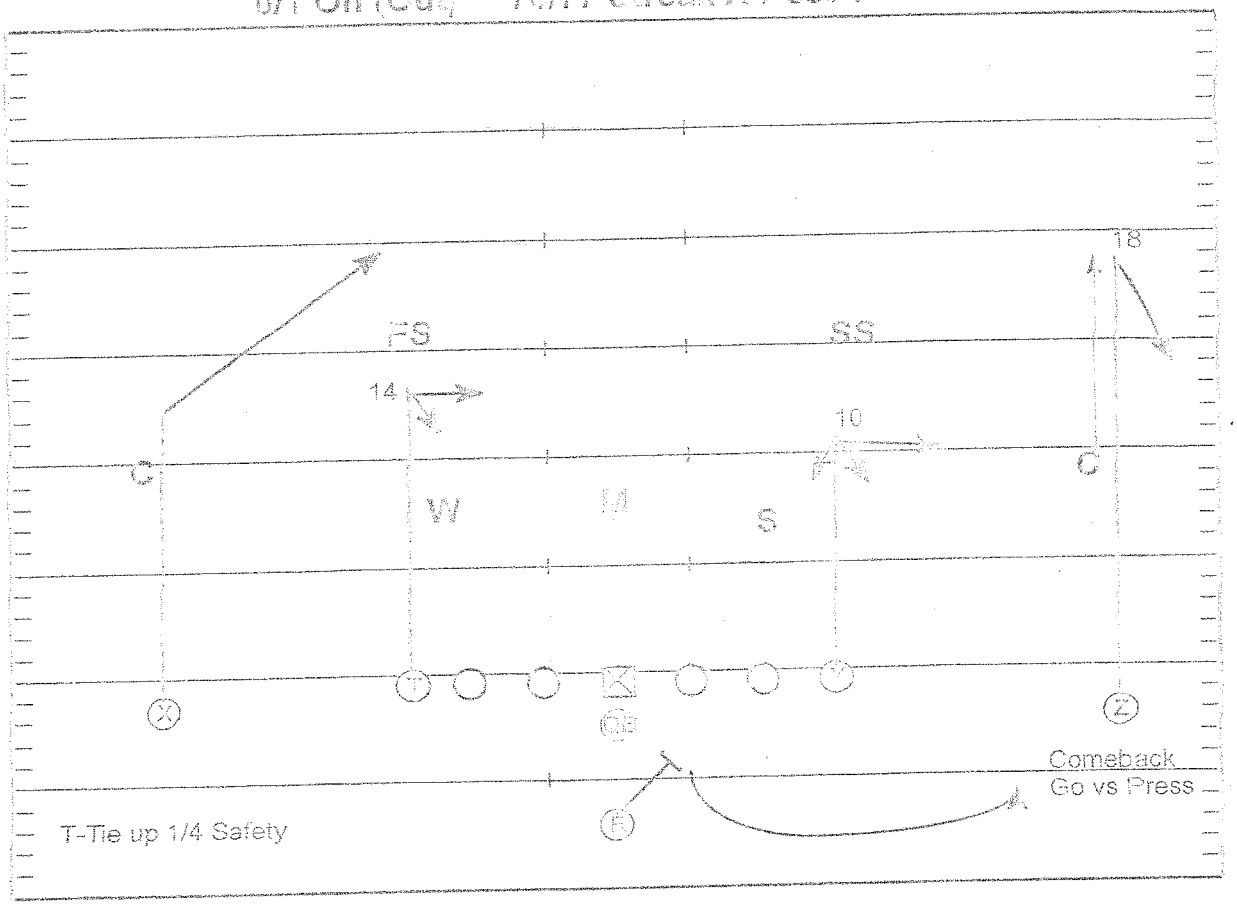
2003 TEXANS OFFENSE
Meeting #9

Pass Game	Meeting #	Page:
76/77 Streak X-Post Y-Hook		2
Quick 331/330 Naked Rt/Lt Y-Delay Z-Flag		3

Houston Texans

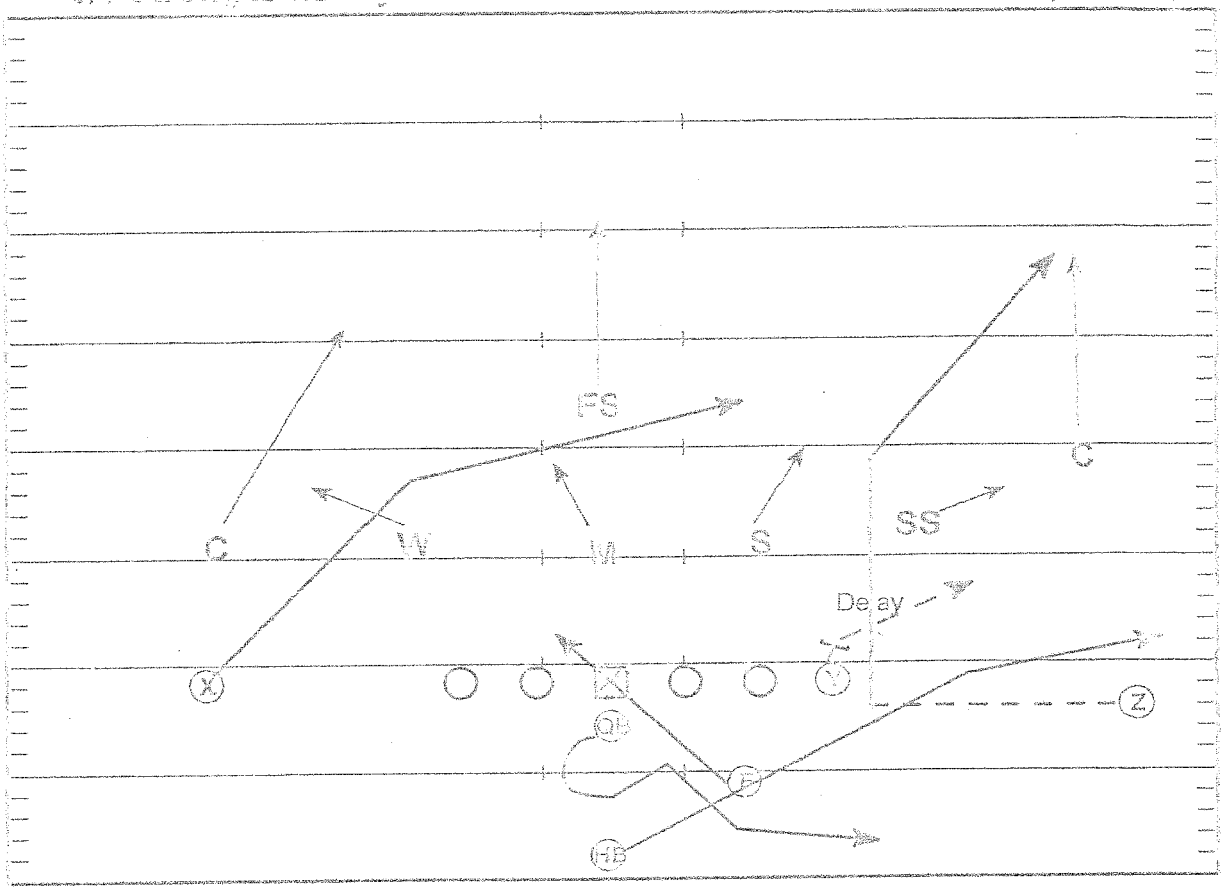
Pass Game

0/1 On (Cut) 76/77 Streak X-Post Y-Hook



0/1 Strong Z-1/2 Fly

Quick 331/330 Naked Rt/Lt Y-Delay Z-Flag



TEXANS OFFENSE

2003 TEXANS OFFENSE
Meeting #10

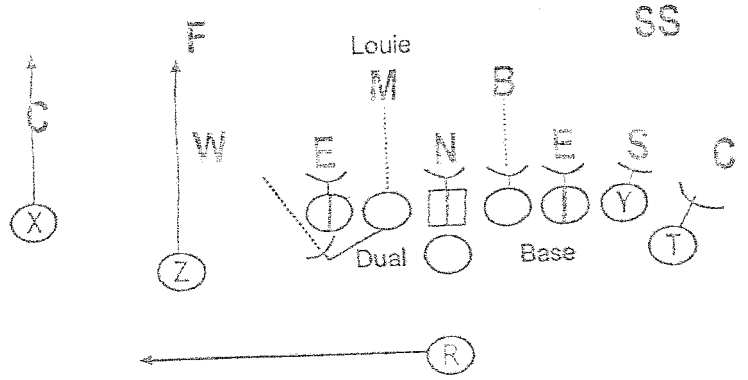
Protection	Page:
78/79	2-3

Pass Game	Page:
Ride 136/137 Liz/Rip Y-Flag Z-Under	5
78/79 X-Snag	6
78/79 Z-Sail	7
78/79 Semi Z-Hook	8

PROTECTION

78 / 79

34



Protection Concept: 7 Man Protection (Slow) Free Release to Weak Side,
4 Man Protection to TE Side

34 Rules - OL,TE, Wing block 3 DL / Mac / Buc / Sam / #4 Strong. Dual by Wk OG
Remaining Back - Free Release

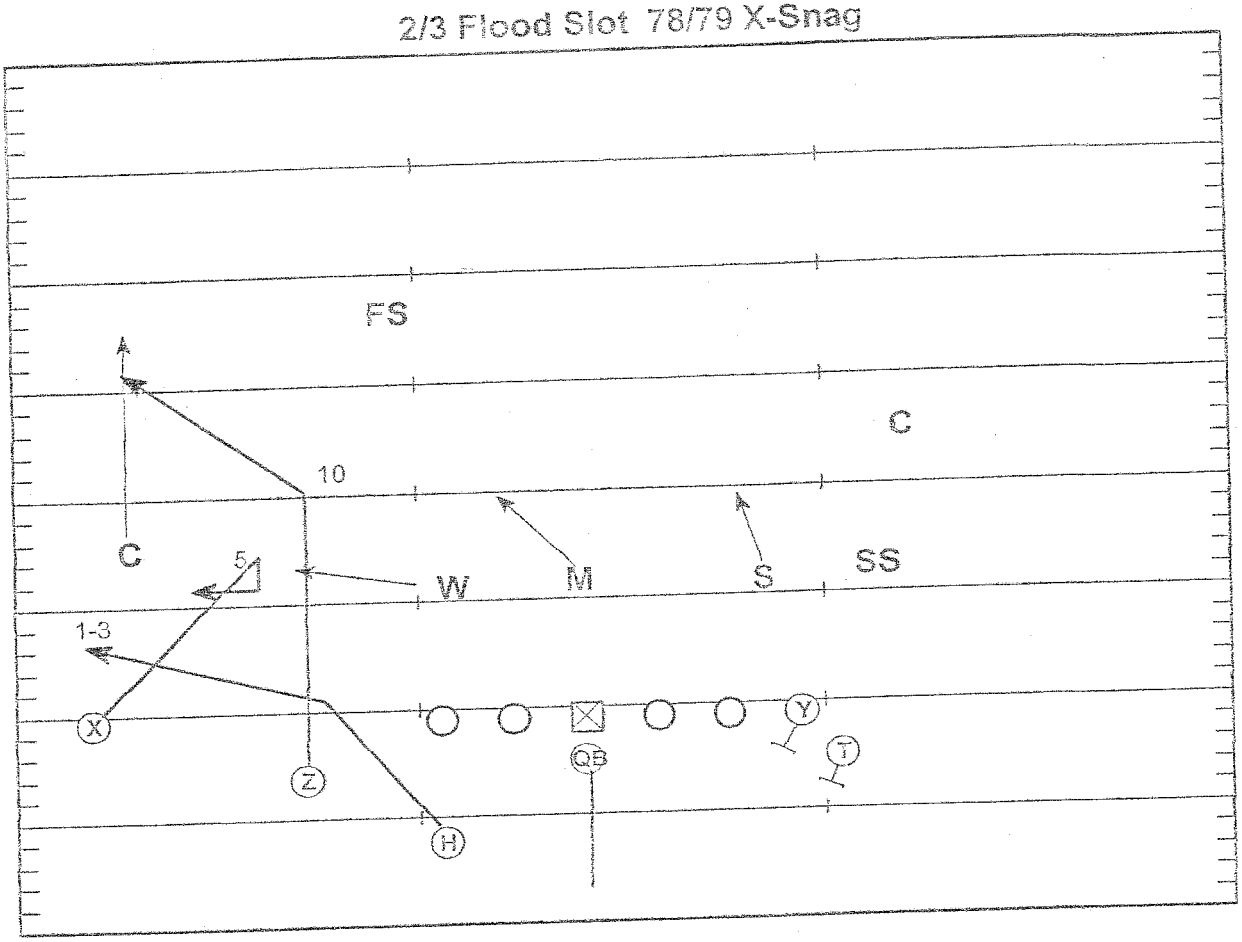
43 Rules - OL, TE, Wing block 4 DL / Mike / Sam / #4 Strong.
Remaining Back - Free Release

Z	Pattern
Y	Slow Area #3 Alert Swoop Danger
FRONTSIDE TACKLE	Base Alert Swoop Danger Roger-Louie
FRONTSIDE GUARD	Base Alert Swoop Roger-Louie
CENTER	To Locate Mike: Count from TE Side at #4 Position. Count to the 3rd Occupied LB Position for possible Swoop, Dual, East-West. Call Base - Gone to alert strongside to cooperate to block 4 man side Roger-Louie
BACKSIDE GUARD	Base Dual East-West Roger-Louie
BACKSIDE TACKLE	Base Sift East-West. Alert 5 Down possible Sift Roger-Louie
X	Pattern
QB	5 or 7 Step Drop
Wing	Block #4 w/ OL/TE. Swoop block slide inside to next man. Usually man over TE or man on Wing
R	Free Release

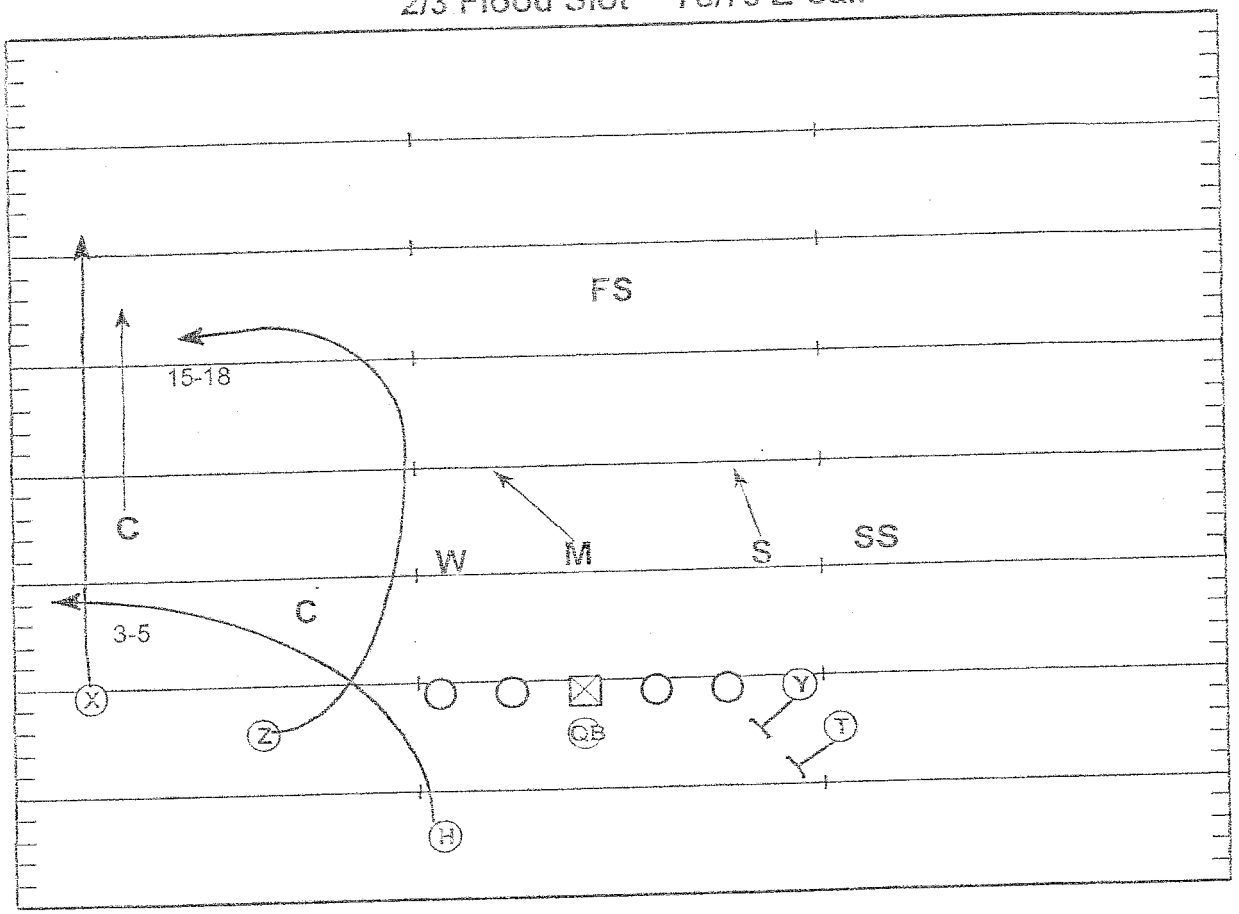
Houston Texans

Pass Game

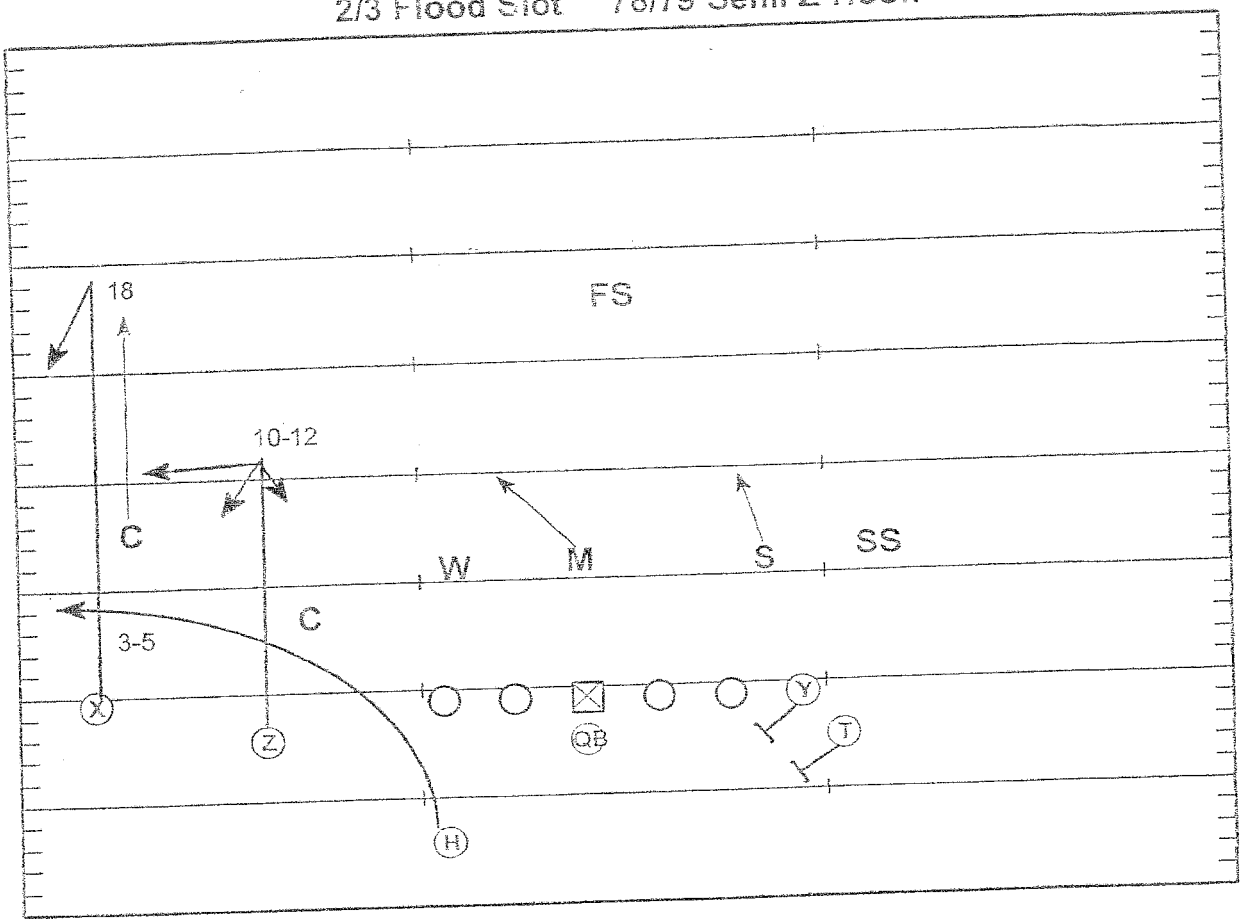
2/3 Flood Slot 78/79 X-Snag



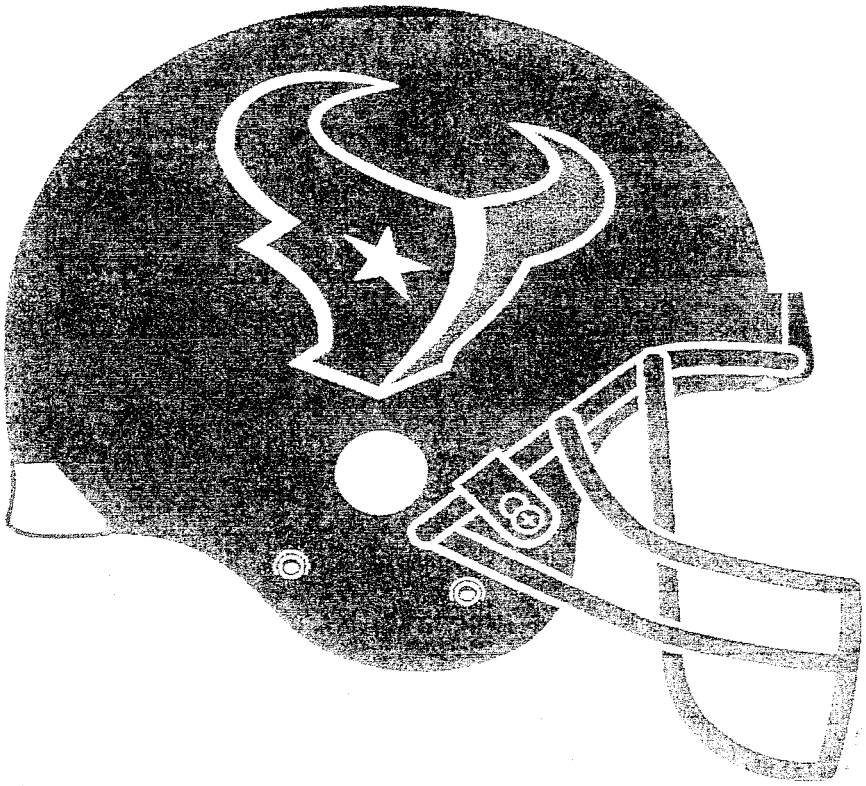
2/3 Flood Slot 78/79 Z-Sail



2/3 Flood Slot 78/79 Semi Z-Hook



2003
TEXANS OFFENSE



MEETING #11

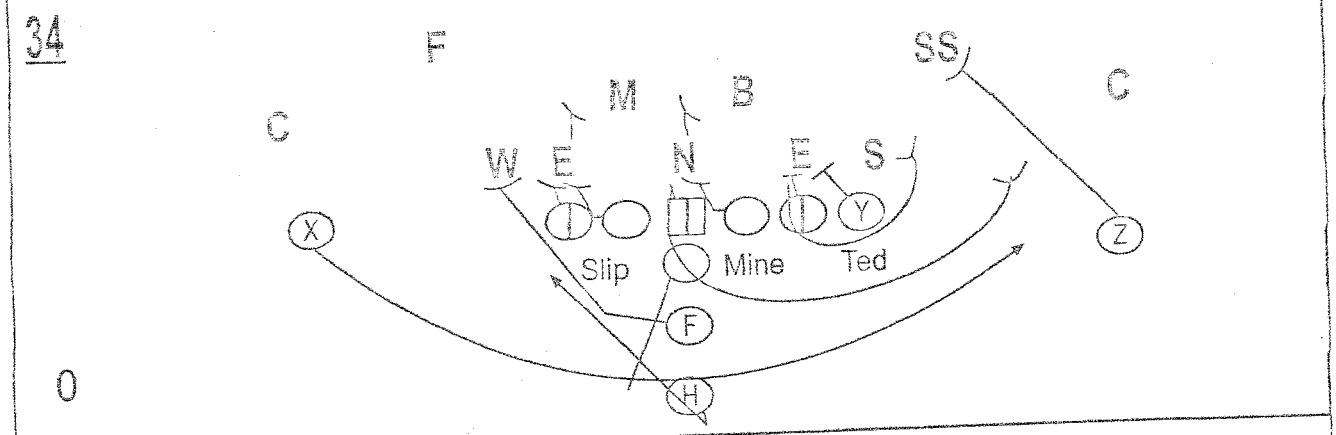
TEXANS OFFENSE

2003 TEXANS OFFENSE
Meeting #11

Run Game	Meeting #	Page:
Fake Ride 39/38 Bob X reverse Rt/Lt		2-3
Fake SI 36/37 Power 'O' Z Around Lt/Rt		4-5

Pass Game	Meeting #	Page:
78/79 H-Motion Streak X-Shallow		7
Toss 438/439 HB Pass		8
Ride 638/639 X-Take It		9
76/77 Switch T-Whip		10

Fake RIDE 39-38 BOB X-Reverse Rt/Lt

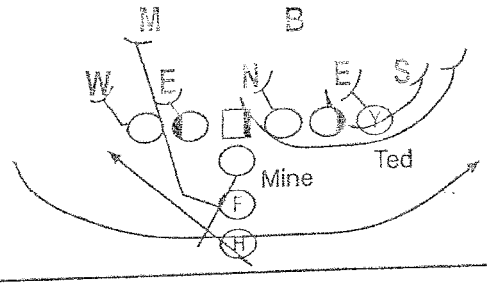


REVERSE Concept:

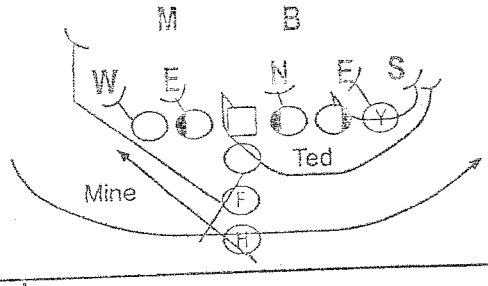
1. Generally block the play called as is.
2. Usually play is run back to a TE side.
3. Either the called side Guard or Tackle Reverse Pulls In the Direction of the Reverse and Hooks End Man on LOS. The Guard makes the decision George, or Ted. The man not pulling blocks down.
4. The TE Blocks down on man over tackle. (Slam man over and drag him with you if you can)
5. Either the Offside Guard or Center Reverse Pulls to the callside and leads to the outside. The center makes the decision and calls mine or yours. The man not pulling blocks man over.
6. The faking back runs original play.
7. QB fakes original play and hands over the top to the Reverse Runner.
8. Audible Out vs #4 on the LOS at P.O.A.

Fake RIDE 39-38 BOB X- Reverse Rt/Lt

34 Under



34 / 44



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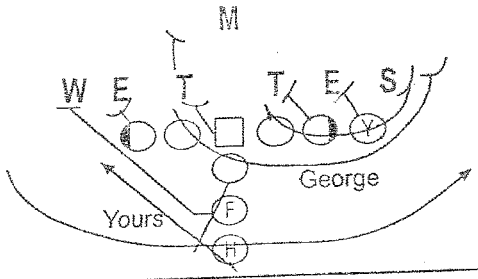
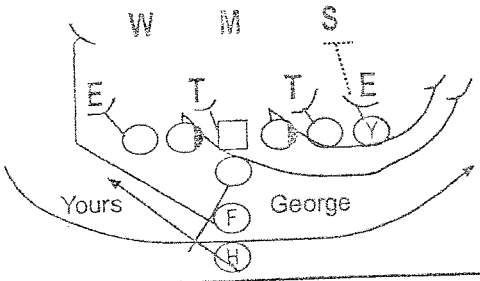
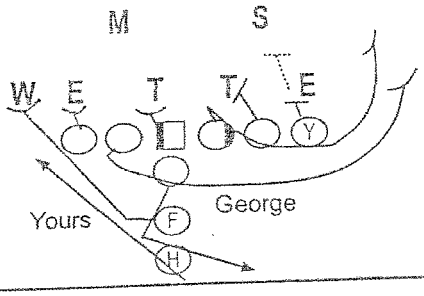


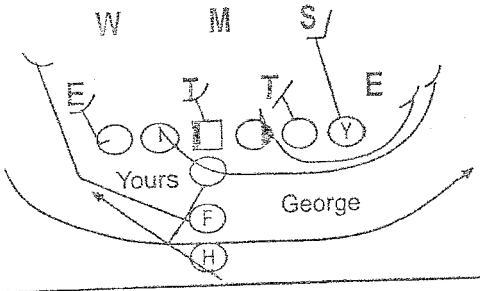
43 Stack



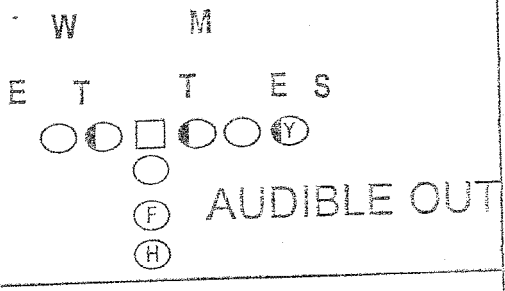
43 OV STK



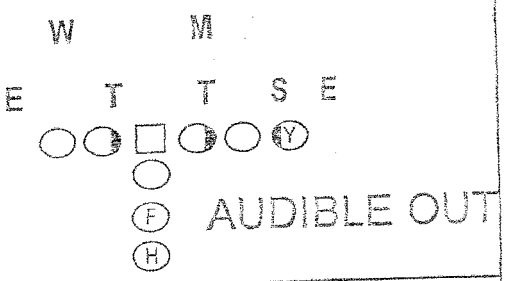
43 OV STK WIN



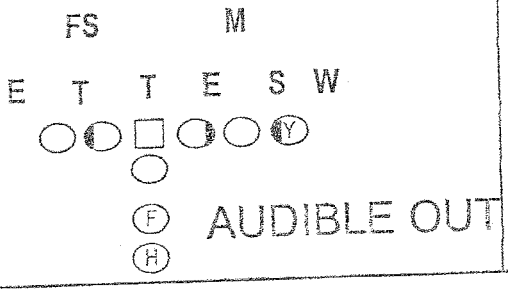
44 STG



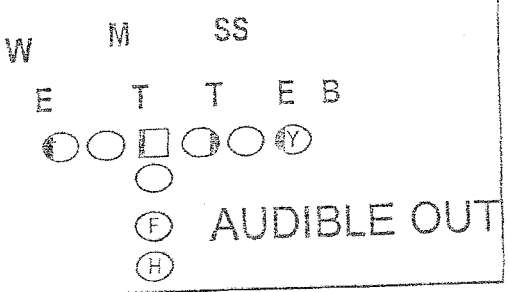
44 STG SAM SW



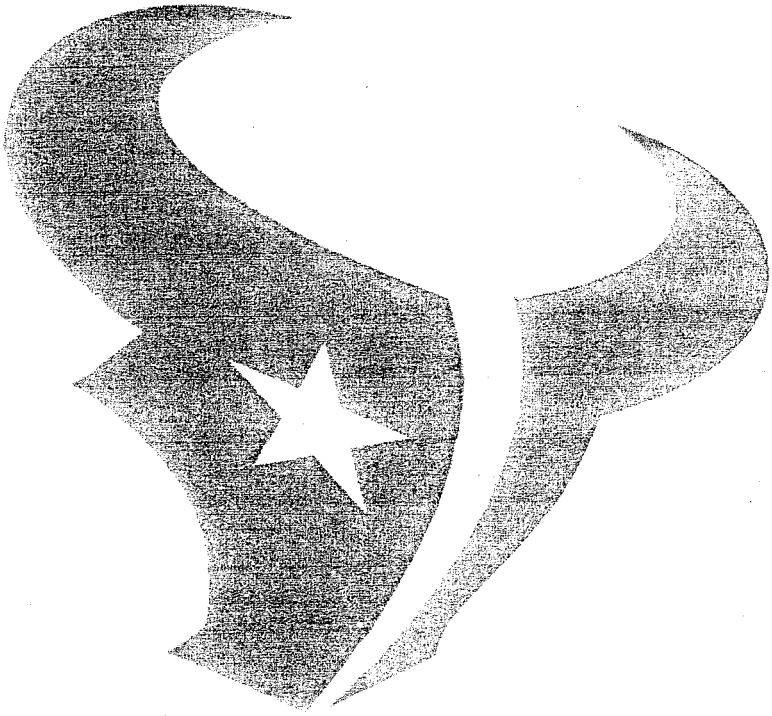
43 CUB WK



OV STK SAM OUT SIN

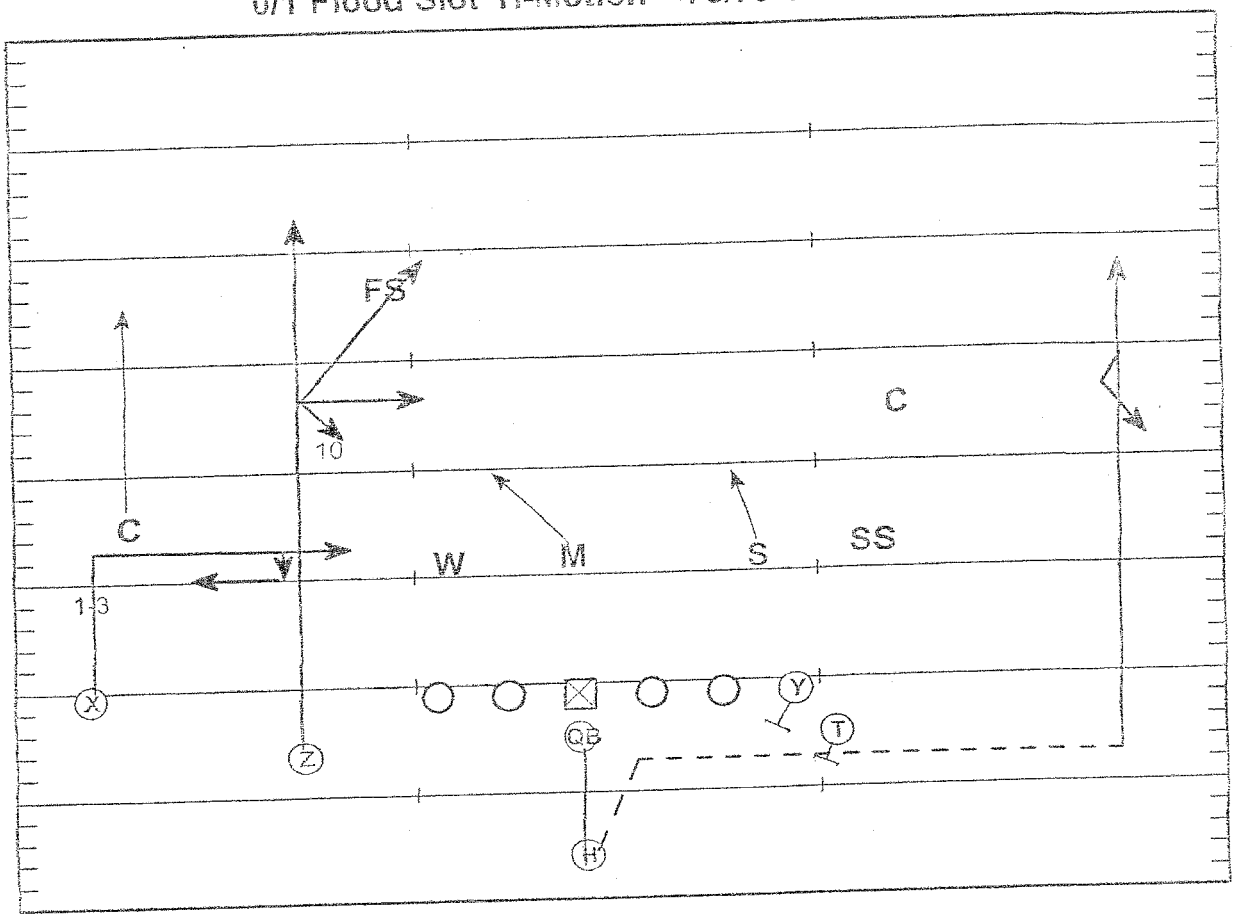


Houston Texans

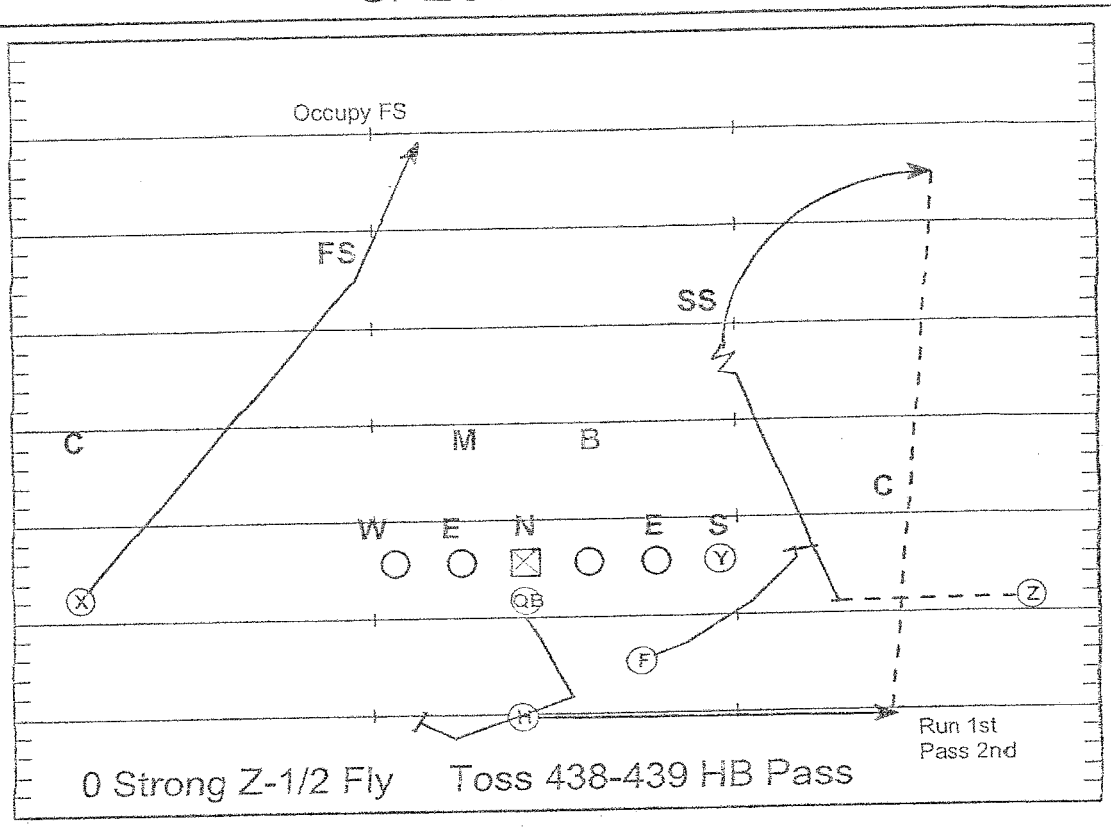


Pass Game

0/1 Flood Slot H-Motion 78/79 Streak X-Shallow

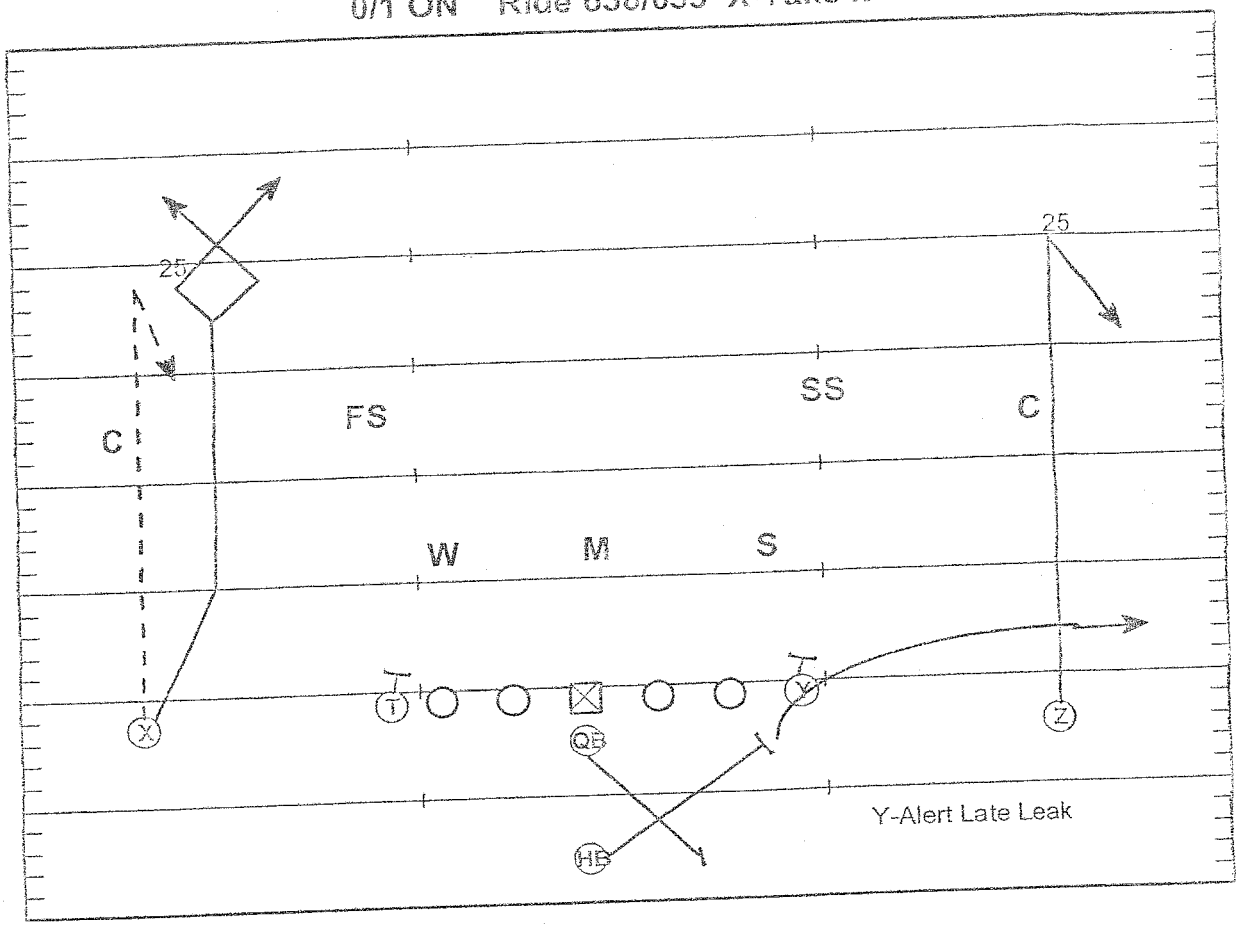


SPECIAL PLAYS

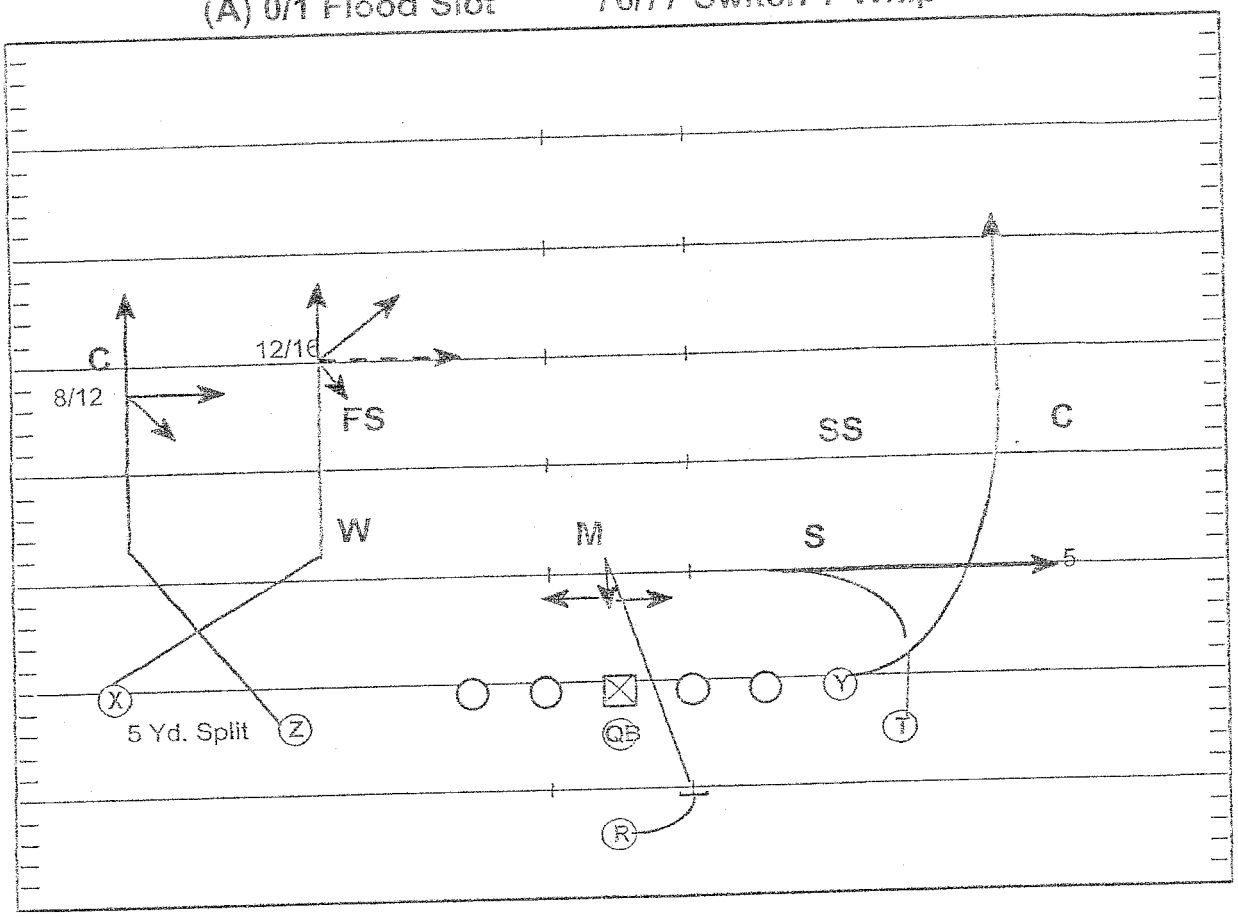


Block 38 Boss Rules - Possible U-Scheme

0/1 ON Ride 638/639 X-Take It



(A) 0/1 Flood Slot 76/77 Switch T-Whip

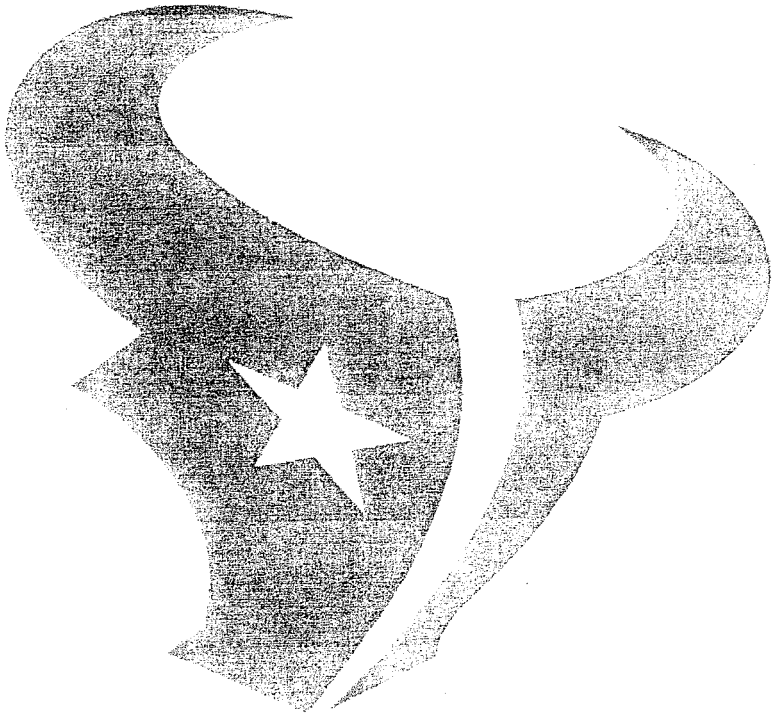


TEXANS OFFENSE

2003 TEXANS OFFENSE
Meeting #12

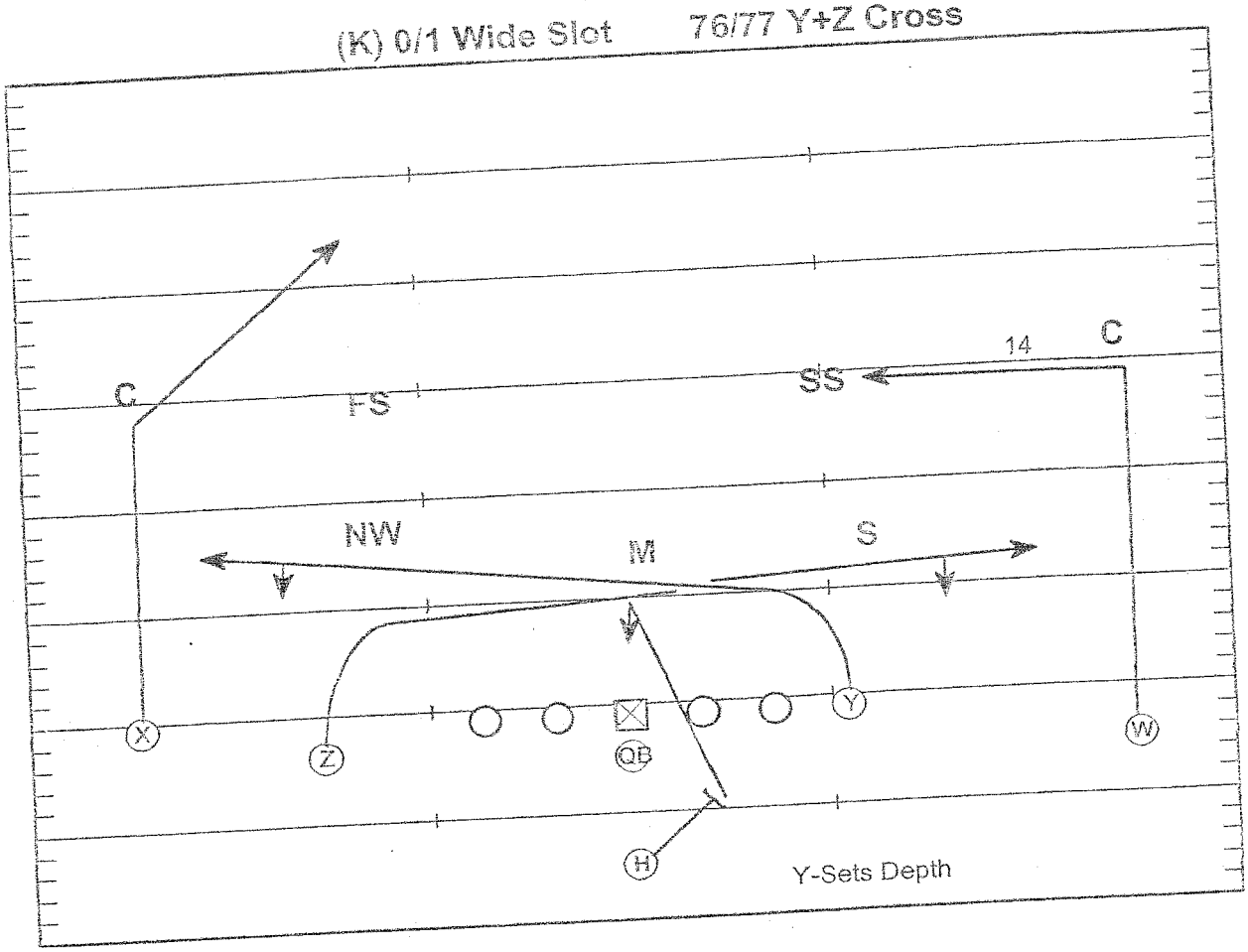
Pass Game	Meeting #	Page:
76/77 Y+Z Cross		2
76/77 Semi Go Y+Z Whip		3

Houston Texans

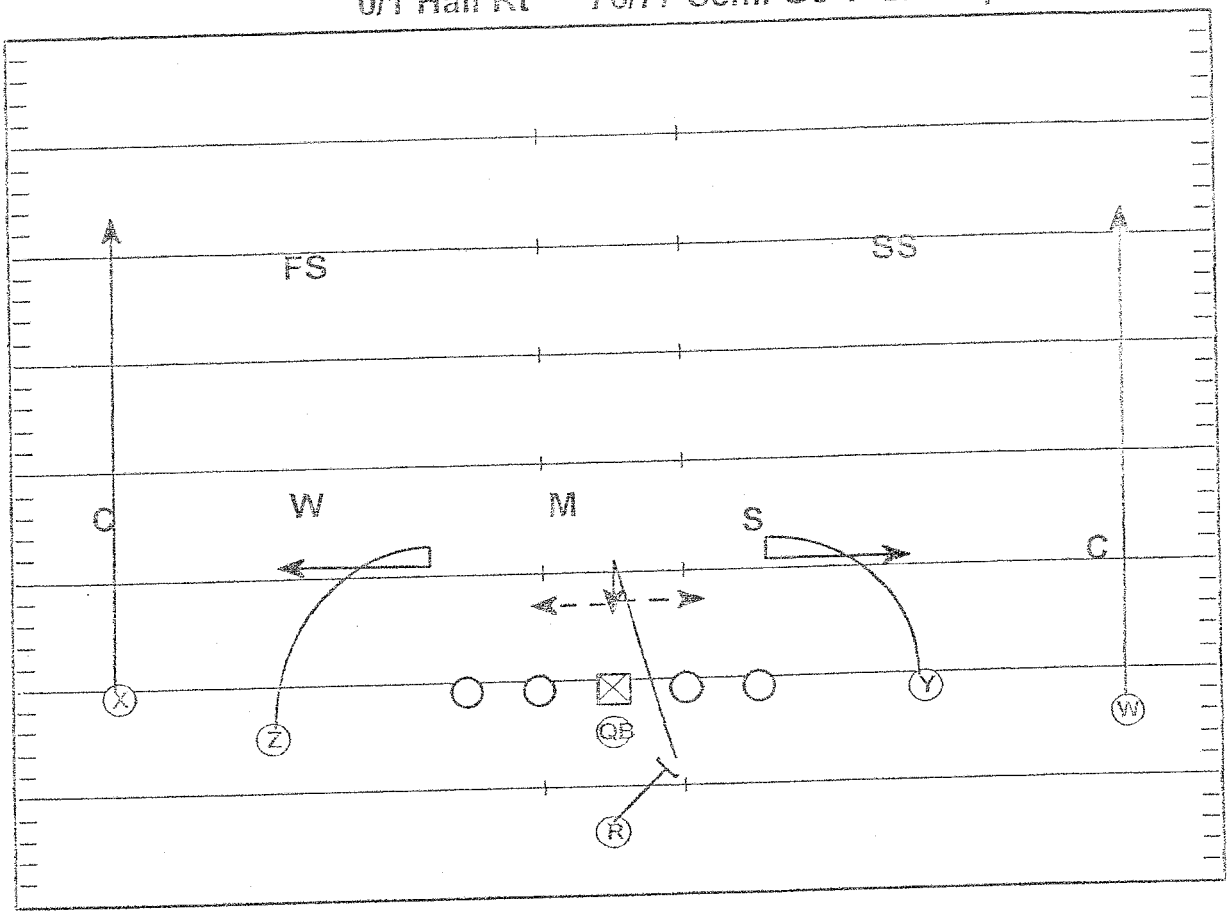


Pass Game

(K) 0/1 Wide Slot 76/77 Y+Z Cross



0/1 Half Rt 76/77 Semi Go Y+Z Whip



HOUSTON TEXANS

A MATURE COMPETITOR:

1. Keeps his Poise, NO MATTER the SITUATION.

2. DOES NOT Get BAITED INTO FOOLISH ACTION. - IS the ONE IN CONTROL.

3. Lets his ACTIONS SPEAK FOR Himself. - CARRIES A BIG STICK.

4. Plays AT HIS LEVEL, All the TIME, NO MATTER the SITUATION.

5. ELEVATES the Performance OF Those AROUND HIM.

6. Doesn't believe IN EXCUSES, only Results.

7. TAKES CARE OF 'The LITTLE THINGS' - Attention to Detail.

8. BUILDS BRIDGES. - UNDERSTANDS WHAT 'TEAM' MEANS.

9. CAN BE COUNTED ON - Dependable AND TRUSTWORTHY.

10. FINISHES - WILL "SEAL The Deal".

HOUSTON TEXANS

PROTECTIONS / HOTS

HOT OFF 1+

- 'LUCKY' - 'RINGO' - AWAY
- 'L' - 'R' - AWAY

HOT OFF 2+

- 62-63
- 76-77
- 136/137 DUAL

HOT OFF 3+

- 82-83
- 136/137
- 138/139
- 'LUCKY' - 'RINGO' - TO YOU (2 OFF TACKLE)
- 'L' - 'R' - TO YOU

HOTS BUILT IN

- 90's
- 76 FIRM (SCAT)
- 62 FIRM (SCAT)

Personnel

1. Regular - 2 Backs
   1 TE (Y)
   2 WR

2. Ace - 1 Back
   2 TE (Y)(T)
   2 WR

3. Kings - 1 Back
   1 TE (Y)
   3 WR

4. Tens - 2 Backs
   2 TE (Y)(X)
   1 WR

5. Tens Heavy - 2 Backs
   2 TE (Y)(Z)
   1 WR

6. Flush - 1 Back
   Ø TE
   4 WR

7. Queens - 2 Backs
   0 TE

8. Jacks - 2 Backs
   3 TE
   (Y)(X)(Z)

HOUSTON TEXANS

The Alignment of the Y is Simple:

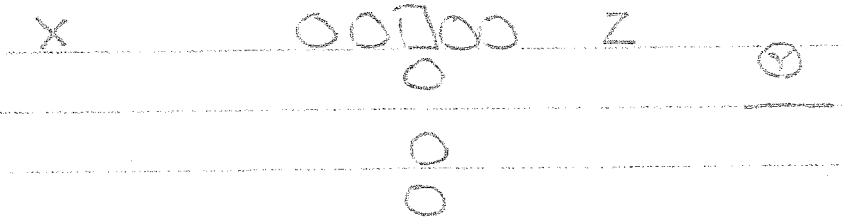
to Lt ← # ODD EVEN # → to Rt

1, 3, 7, 9 0, 2, 6, 8

Exceptions to Tight Alignment

"FLEX"

"SPLIT"



THUNDER

IF A RECEIVER IS LEFT UNCOVERED AND the QB WANTS to POP the BALL TO HIM, he will CALL "THUNDER - THUNDER". The Play IS AUTOMATICALLY CHANGED TO SLOW PROTECTION - 1 STEP DROP. ATTACK #3 LOW to GET his HANDS DOWN. BALL IS SNAPPED ON 2ND SOUND:
(3 DOWN, HUT)

BINGO

IF we WANT TO HURRY UP TO the LOS to RUN A PLAY BEFORE THE Defense CAN GET SET OR challenge A Play, the QB WILL CALL "BINGO, BINGO"

We will HUSTLE TO the LOS AND RUN A PRE-Determined Play. IF you hear The QB calling Bingo, REPEAT IT TO YOUR TEAMMATES.

BALL IS SNAPPED ON 2ND SOUND.
(4 DOWN, HUT)

HOUSTON TEXANS

5. PACKAGES

PACKAGES GIVE US THE ABILITY TO CALL A PLAY IN THE HUDDLE AND RUN A DIFFERENT PLAY IF the Defense DICTATES

HUDDLE CALL:
O PACKAGE RIDE 38 U-BOSS

THAT WEEK, WE MAY ONLY WANT TO RUN 38 U-B vs. UNDER DEFENSE.

SO IF the Defense IS AN OVER, the QB will AUDIBLE to Ride 39 BOB, OR ANOTHER PRESCRIBED Play.

"TWO, LIONS-ROBERT, TWO, LIONS ROBERT"
"HUT... HUT"

ALL DIRECTIONS, PACKAGES, AND AUDIBLES ARE SNAPPED ON 2!!

HOUSTON TEXANS

3. WE HAVE 6 STARTING COUNTS

A. 1ST SOUND = "HUT"

* B. 2ND SOUND = "3-DOWN, HUT"

C. 2ND NUMBER = "3-DOWN, SET, 2-18, HUT"

* D. ON 1 = "3-DOWN, SET, 2-18, 2-18, ... HUT".

* E. ON 2 = "3-DOWN, SET, 2-18, 2-18, ... HUT ... HUT"

F. DOUBLE CADENCE = USE CADENCE TWICE

4. AUDIBLES

WE WILL AUDIBLE TO A BETTER PLAY AT THE L.O.S. VS CERTAIN DEFENSES.

WHEN THE QB WANTS TO AUDIBLE, HE WILL REPEAT THE SNAP COUNT IN HIS CADENCE, THEN GIVE THE AUDIBLE. THAT WAY, THE DEFENSE WILL NOT KNOW WHEN WE ARE AUDIBLING AND CHECK TO A DIFFERENT DEFENSE.

ALL AUDIBLES, PACKAGES AND DIRECTIONS ARE SNAPPED ON 2 !!!

HOLE NUMBERING

LT ← ODD EVEN → RT

NUMBERING SYSTEM:

10 - 39 - RUN
40's - DRAWS

50 - 99 - PASS (DROPBACK)

100's - PLAY ACTION PASS

200's - WAGGLE OR SPRINT PACKAGE

300's - NAKEDS / BOOT LEGS

400's - PASS BY someone other than QB

500's - Screens

600's - PLAY ACTION WITH MAX-PROTECTION (8 MAN)

FORMATION - ALIGNMENT

1. LISTEN FOR # (Ø, 2, 6)
(1, 3, 7)

LT ← ODD EVEN → RT

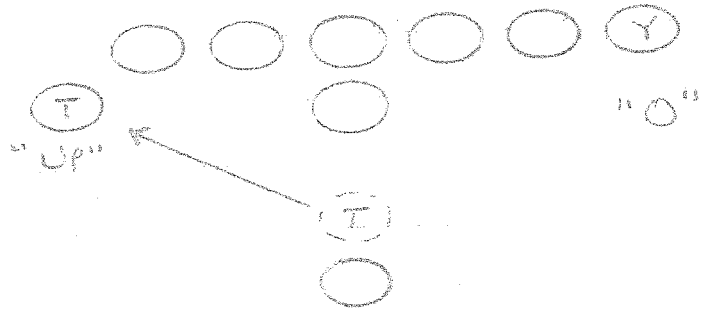
The Number Called sets the STRENGTH (Y) AND THE BACKFIELD SET

2. LISTEN FOR WORDS THAT SET THE FORMATION VARIATION (UP, ON, OUT, WIDE...)

VISUALIZE the Formation in YOUR MIND AS the QB CALLS IT:

"Ø" - "UP"

"O" = Y RT
"UP" = T IN the "UP" POSITION AWAY FROM THE Y.



YOU MUST MEMORIZE the Alignments to Fully understand the Offense.

MOVEMENTS

FLY = MOVING AWAY FROM (Y)

MOTION = MOVING TO (Y)

REEL = RETURN / OR Y0-Y0 MOVEMENT

HALF (FLY) (MOTION) = SHORT MOVEMENT FROM OUTSIDE-IN

(FLY)(MOTION) TIGHT = MOVEMENT TO EDGE OF CORE FOLLOWER

MOVE = MOVING FROM ℄ POSITION

HOUSTON
TEXANS

U SCHEME

1. WE ARE TRYING TO BLOCK DOWN ON THE FRONTSIDE AND PULL A LINEMAN.

2. THE DEFENSIVE FRONT ALIGNMENT DETERMINES WHO, IF ANYONE IS BLOCKING DOWN OR PULLING.

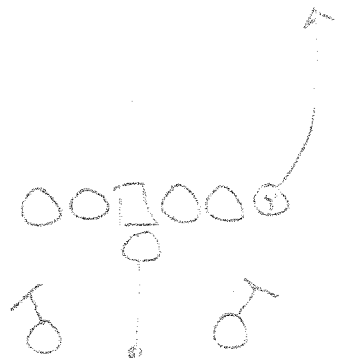
3. THE FRONTSIDE TACKLE WILL CALL THE BLOCKING SCHEME WE WILL USE.

4. A "STRAIGHT" CALL INDICATES WE WILL BLOCK 0, 1, 2, 3 RULES. TE BLOCKS #3 ON A STRAIGHT CALL WITH PROPER LEVERAGE.

5. THE TE HAS THE ABILITY TO LEAVE A WIDE '9' defender FOR THE PULLING GUARD AND BLOCK THE 1ST LB SPOT OFF THE BALL WITH A "CHOKE" CALL.

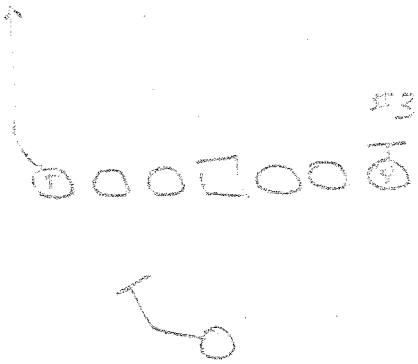
80's = 5 or 7 step PASSING GAME

82-83 = 2 BACK



"SEMI" on Route = 5 STEP DROP BY QB
NO "SEMI" = 7 STEP DROP

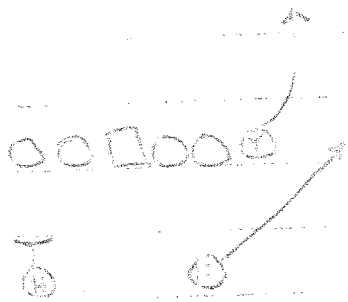
80-81 = 1 BACK, Y = SLOW BLOCK #3

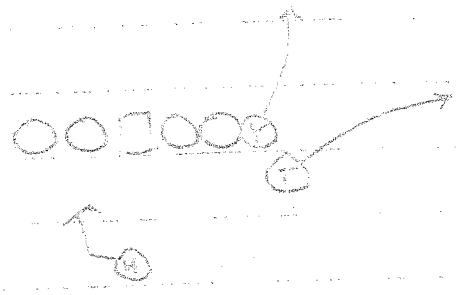


80's FOR TE = MIDDLE READ, UNLESS TAGGED OR PART OF CONCEPT.

HOTS = SLANT ADJUST FS/C BLITZ WEAKSIDE

62-63 = Free Release Strong Back

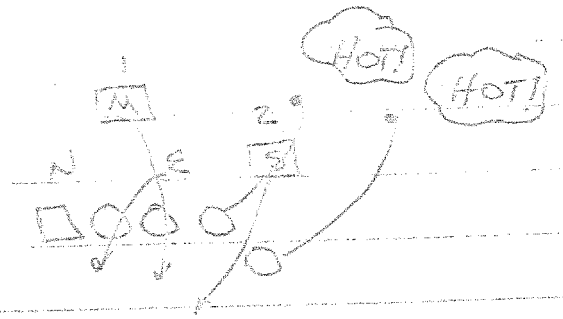




Hots = Hot off 2!

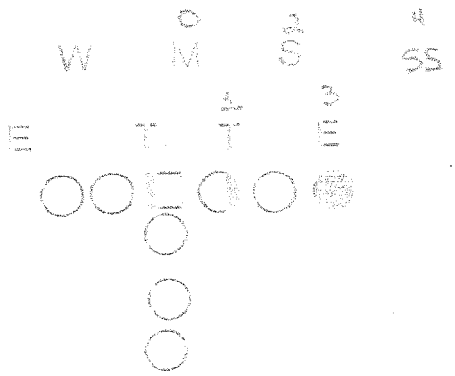
If Ace, Both T and Φ react Hot if to strong side.

Example: Φ Food, 62 Semi Curl

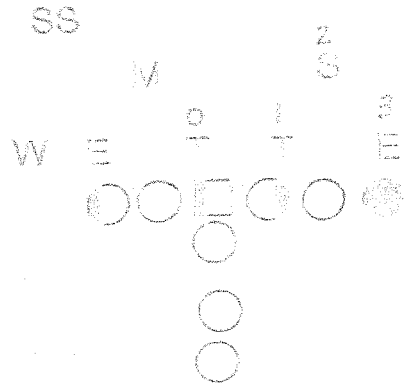


DEFENSIVE NUMBERING FOR TE's

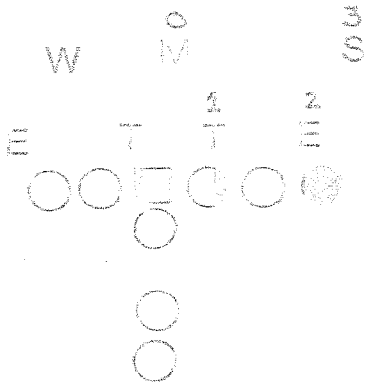
Over Stack Wide



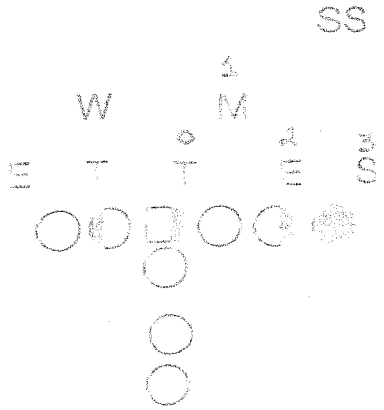
Over Stack



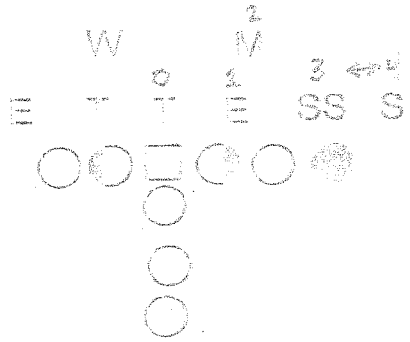
Over HP



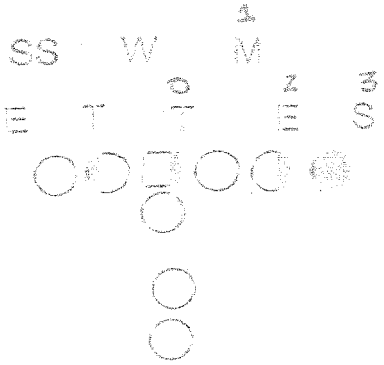
Under Wide



CUB WEAK

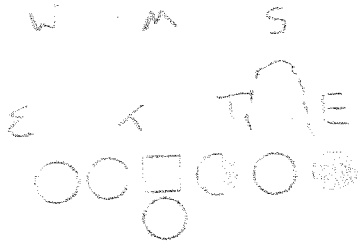


Under Wide Jester



NOTES:

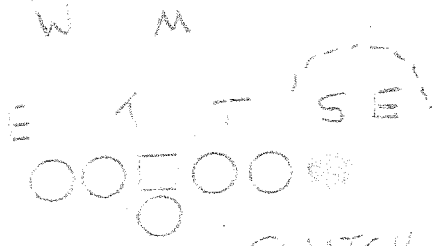
GUARD
Bubble



TACKLE
BUBBLE

STRETCH
LOOK

(= TE Covered by DE/SLM ON LOS)

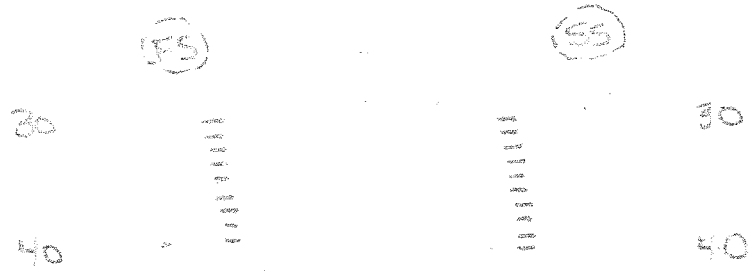


SWITCH
LOOK

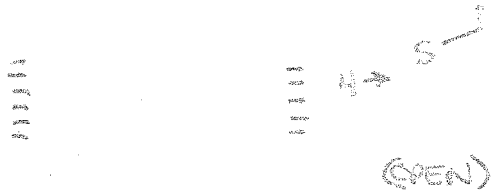
(LB "JAMMED" ON TE/END OUTSIDE)

MOF OPEN | CLOSED

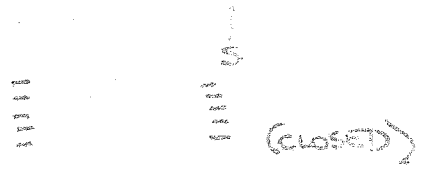
The OPEN/CLOSED READ IS BASED ON WIDTH OF SAFETY FROM the HASH.

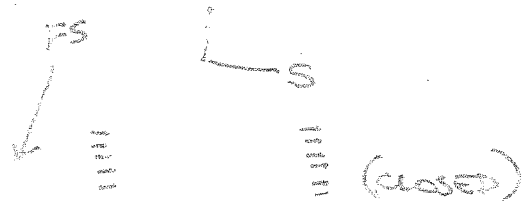


IF THE SAFETY IS 4 YDS OUTSIDE THE HASH, WE TREAT THAT AS OPEN.



IF THE SAFETY IS TIGHTER THAN 4 YARDS TO THE HASH, WE TREAT THAT AS CLOSED



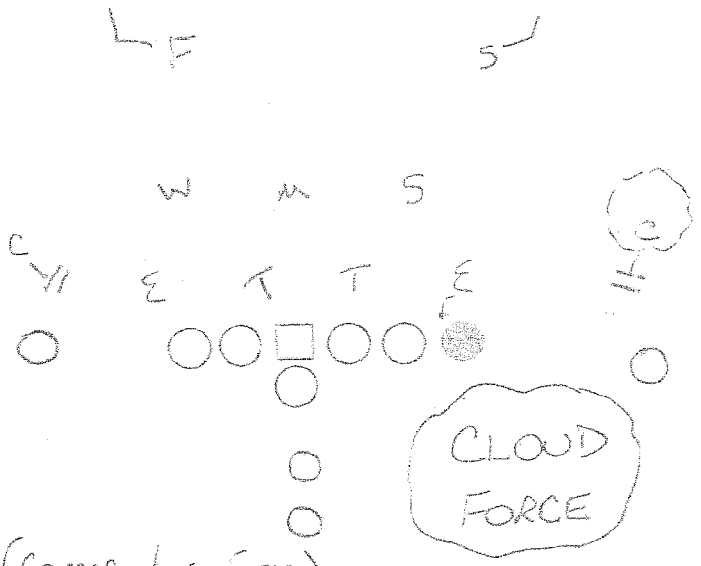


BLOCKING - SOLID FOUNDATION
WORK OFF YOUR ARCHES
- PAD LEVEL
- CONTROL - HANDS INSIDE
- POSITION - HEAD UP - BACK ARCHED

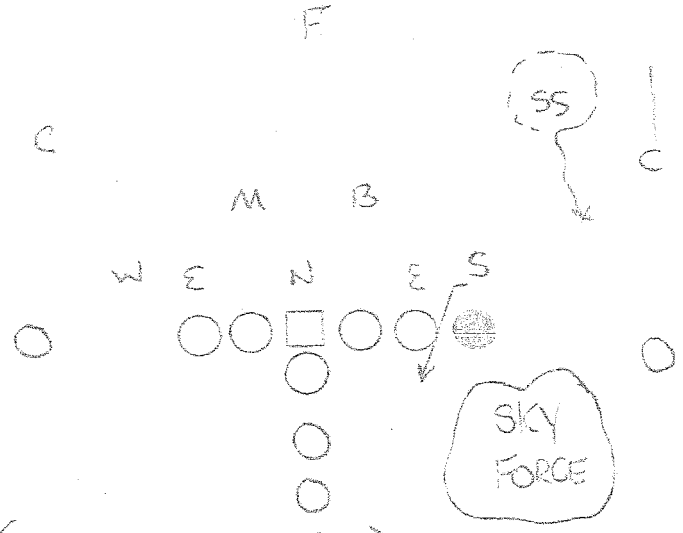
RELEASE - LOW PAD LEVEL
"Don't give him anything to defend"
- Explosive Quickness
- MUST BE ABLE TO USE YOUR HANDS MASTERFULLY.

BREAKS - SHARP AND SUDDEN
- NO WASTED MOTION
- SPEED!! to SEPARATE

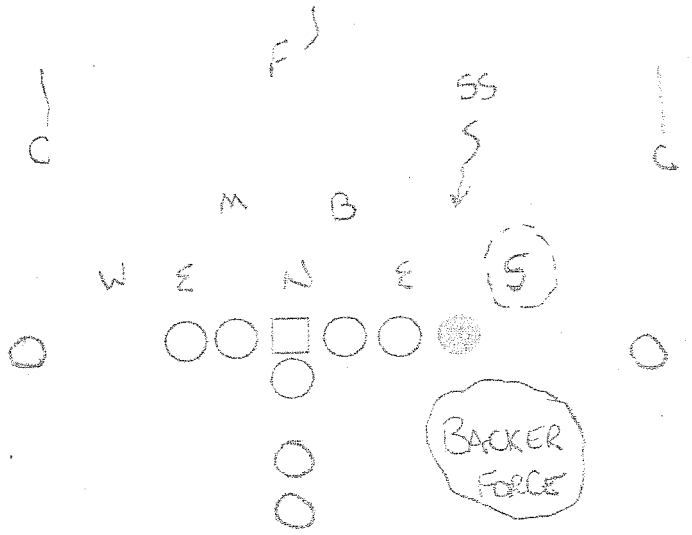
- PROTECT the BALL



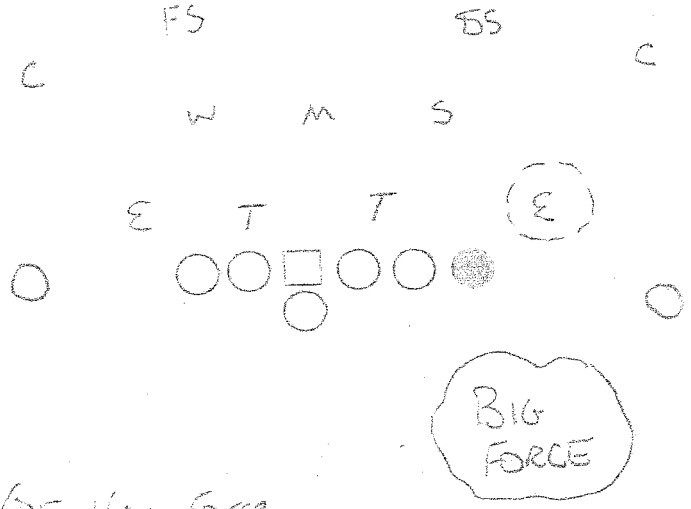
(Corner has force)



(Strong Safety HAS Force)



(OLB HAS Force)



(DE HAS Force

HOUSTON TEXANS

BASIC DEFENSES

M B

W E N E S

34

M

W E T T E S

43

M B

W E N E S

34 OVER

W M S

E T T E

43 OVER STACK

W M

E T T E S

43 UNDER

W M

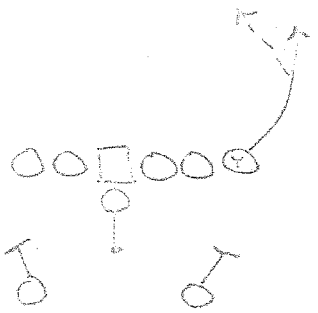
E T T E S

43 OVER WIDE WIN

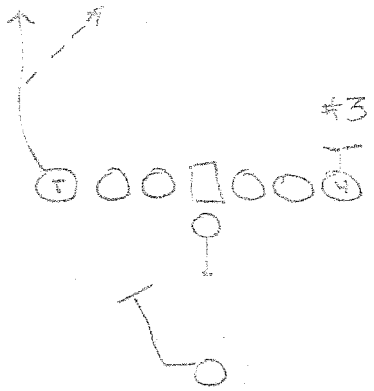
PROTECTION

90's = 3 STEP QUICK GAME

92-93 = 2 BACK



90-91 = 1 BACK, Y = SLOW BLOCK #3



90's FOR TE = QUICK SEAM READ, UNLESS TAGGED

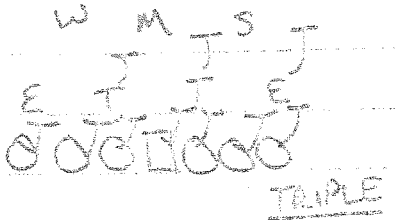
* Exception = 94/95 = DIAGONAL

HOTS = Built in to 3 STEP GAME

HOUSTON TEXANS

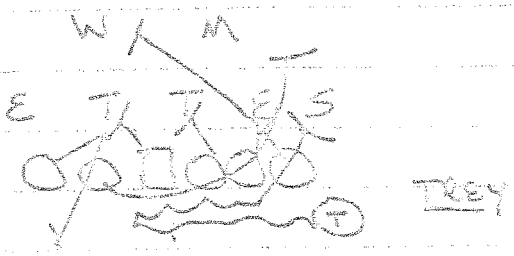
BLOCKING SCHEMES

① ZONE



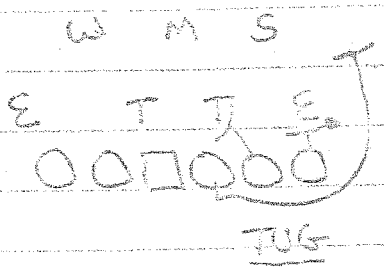
Ex: R 38/39 SLASH
R 34/35 ZONE
SL 14/15 Belly

② ANGLE



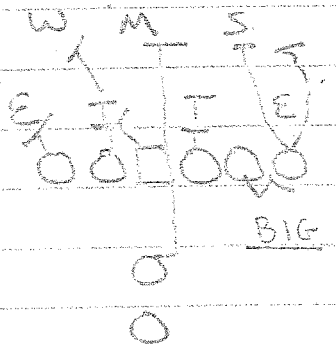
Ex: SL 36/37 POWER Φ

③ U



Ex: R 38/39 U-BOSS

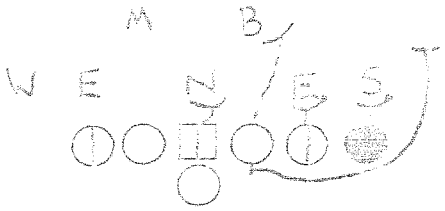
④ DRAW



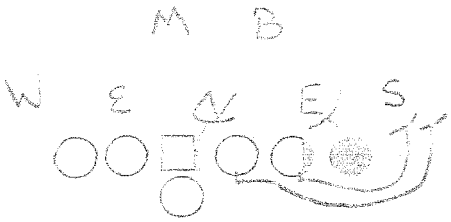
Ex 41-42-43 LEAD

U-SCHEME

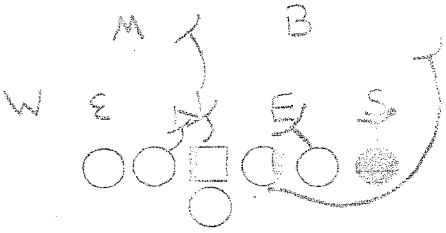
3-4



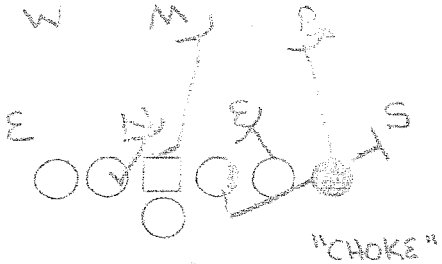
"STRAIGHT"



"U"

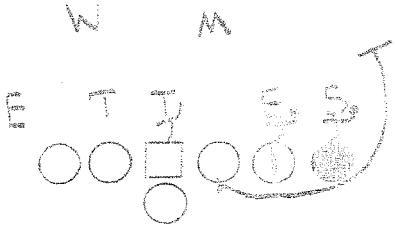


"TUG"

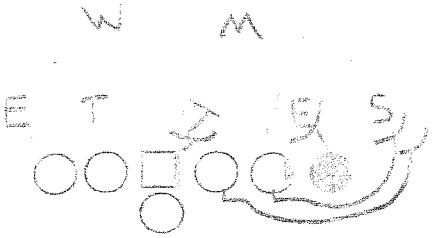


"TUG" "CHOKE"

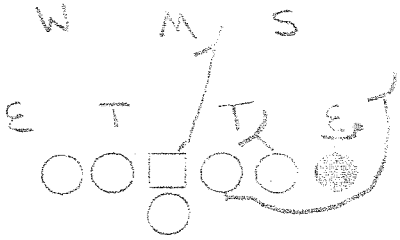
4-3



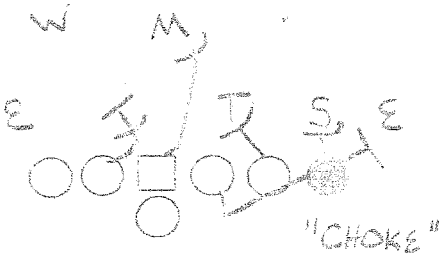
"STRAIGHT"



"U"



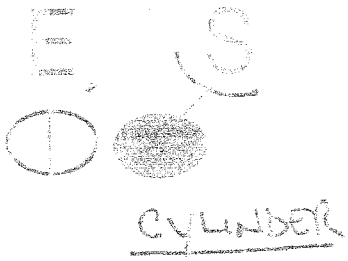
"TUG"



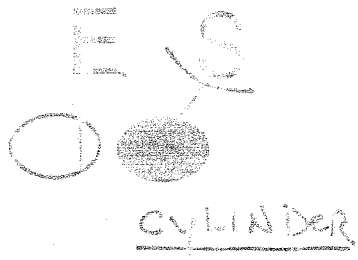
"TUG" "CHOKE"

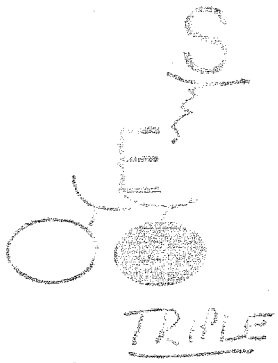
(INSIDE ZONE) Ride 34-35 Zone (FRONTSIDE)

Guard Bubble (4-9)

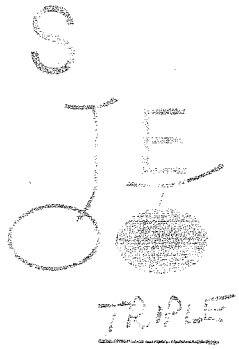


Guard Bubble (5-9)

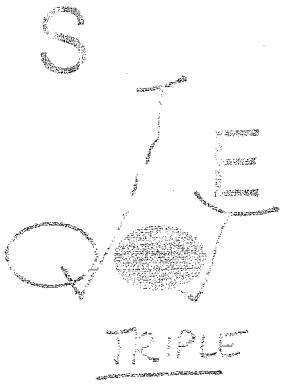




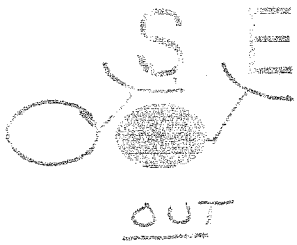
T Bubble (6)-HIP)



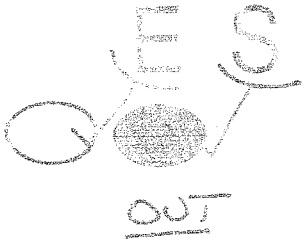
T Bubble (6)



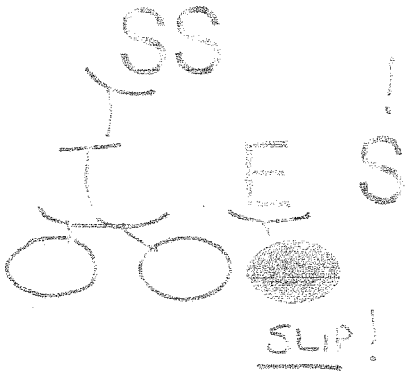
T Bubble (9)



Switch



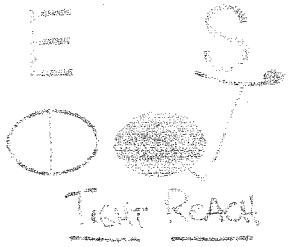
Stretch



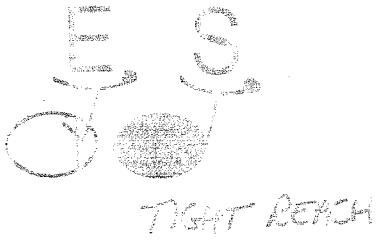
Stretch Joker

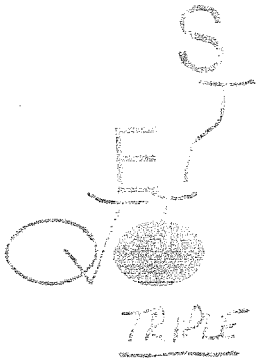
(OUTSIDE ZONE) PLOS 38-39 SWASH

Guard Bubble (4-9)

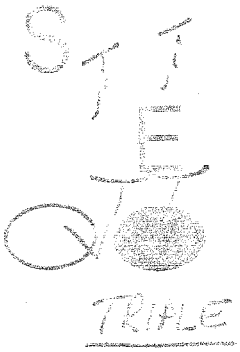


Guard Bubble (5-9)



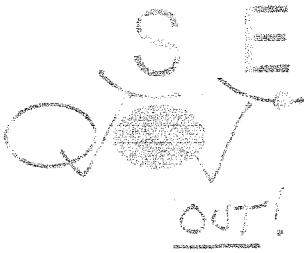


T Bubble (6I-HIP)

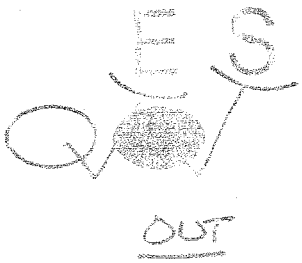


T Bubble (6)

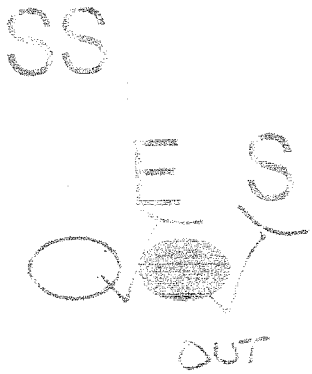
T Bubble (9)



Switch



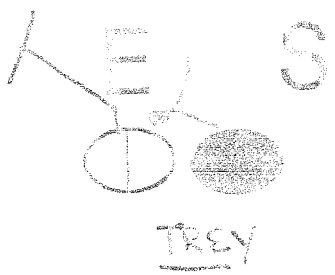
Stretch



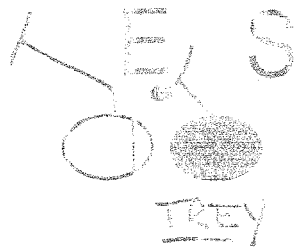
Stretch Joker

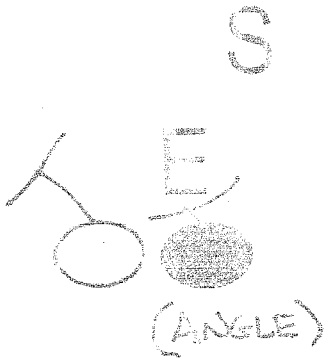
(ANGEE) SLANT 36-37 POWER-O

Guard Bubble (4-9)

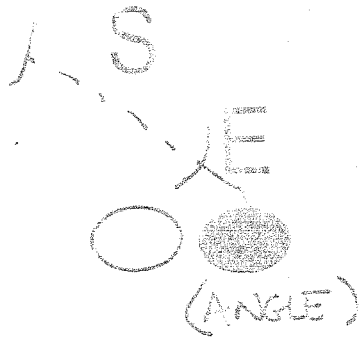


Guard Bubble (5-9)

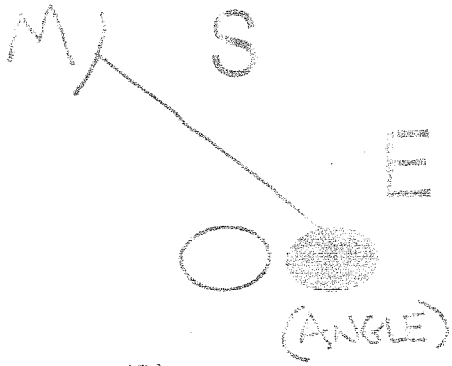




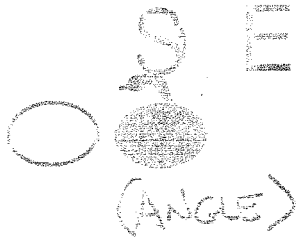
T Bubble (61-HIP) LEAVE 2!



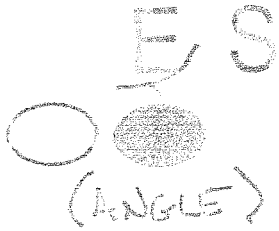
T Bubble (6) LEAVE 2!



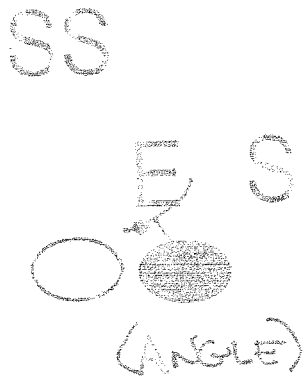
T Bubble (9) LEAVE 2!



Switch LEAVE 2!



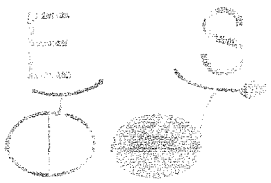
Stretch LEAVE 2!



Stretch Joker LEAVE 2!

(U-Scheme) Ride 38-39 U-Boss

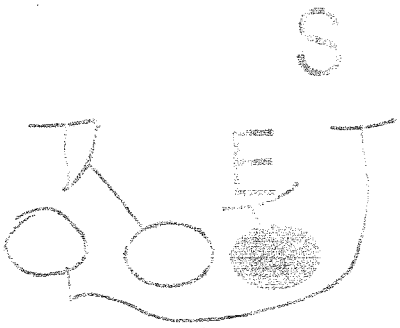
Guard Bubble (4-9)



STRAIGHT

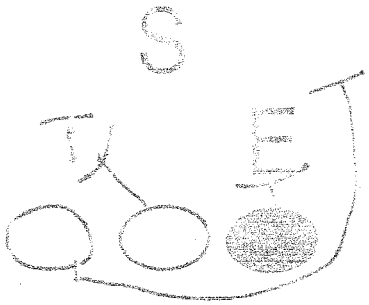
Guard Bubble (5-9)

U



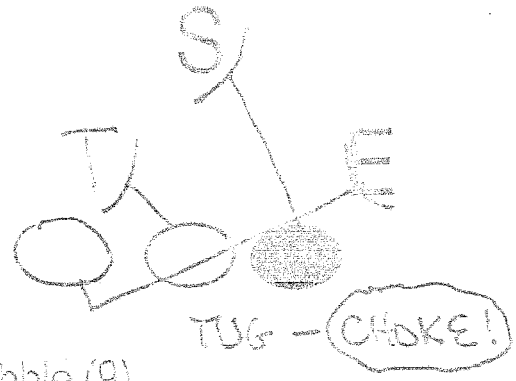
TUG

T Bubble (6I-HIP)

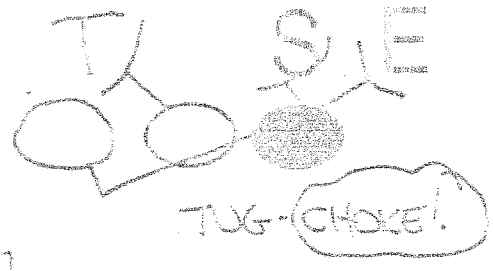


TUG

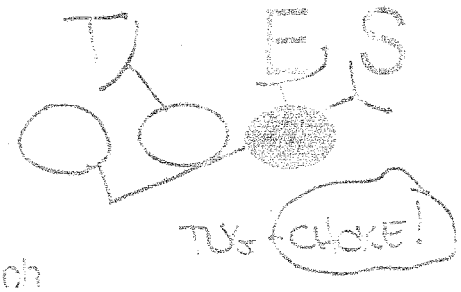
T Bubble (6)



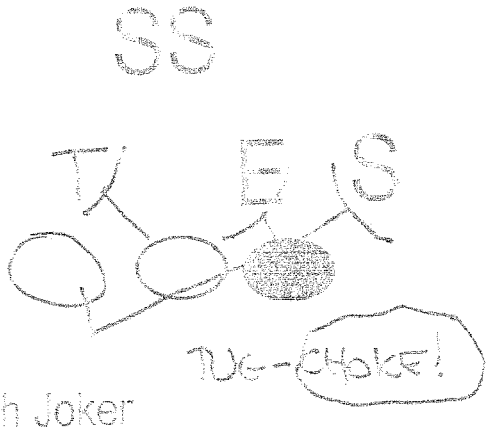
T Bubble (9)



Switch



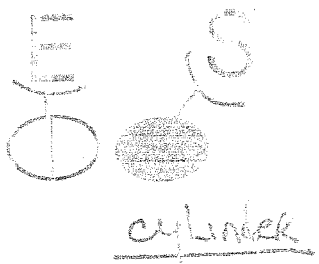
Stretch



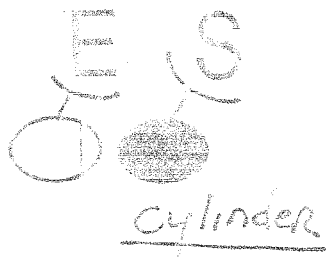
Stretch Joker

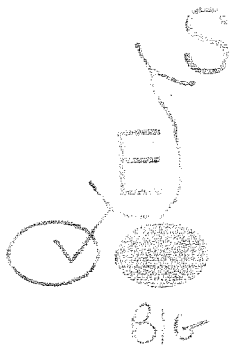
44 LEAD

Guard Bubble (4-9)

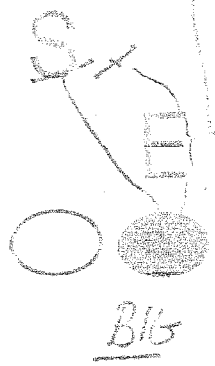


Guard Bubble (5-9)

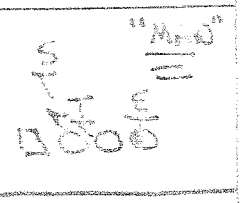


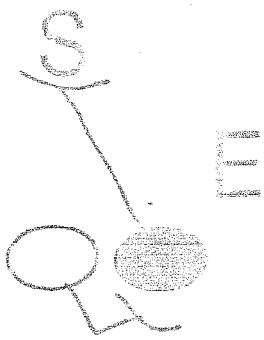


T Bubble (6I-HIP)

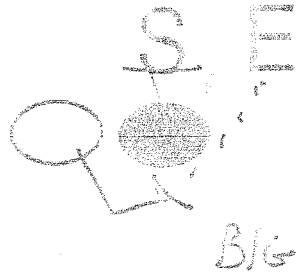


T Bubble (6)

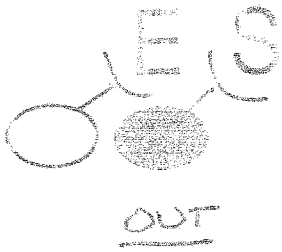




T Bubble (9)



Switch



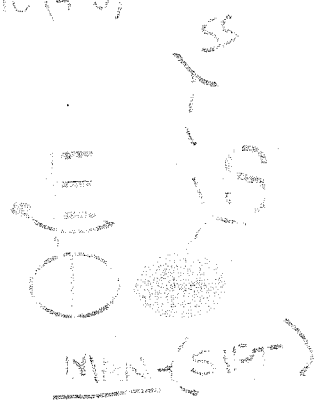
Stretch

Stretch Joker

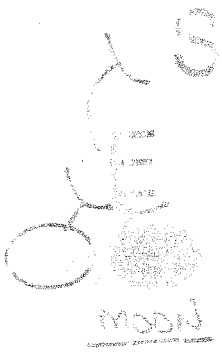
Zone (Outside) Scheme

Page 39 Box (Backside)

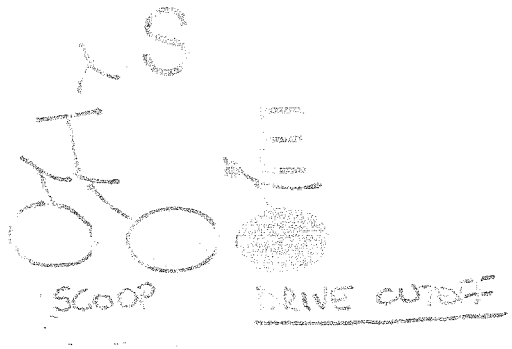
Guard Bubble (4-9)



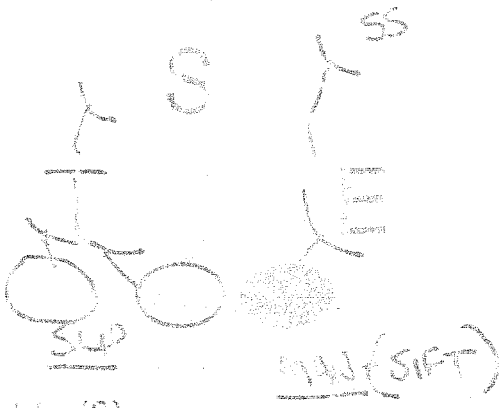
Guard Bubble (5-9)



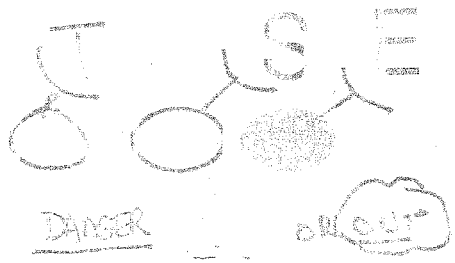
T Bubble (6-HIP)



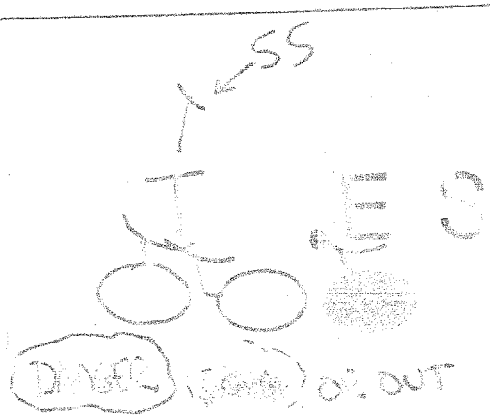
T Bubble (6)



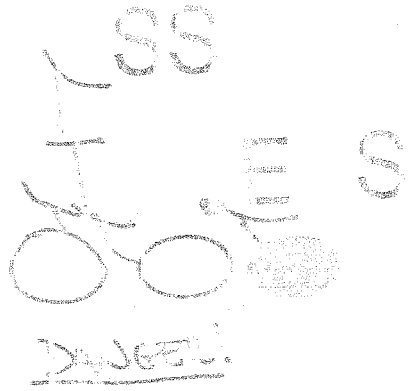
T Bubble (9)



Switch



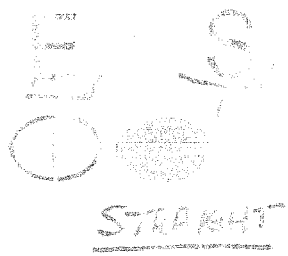
Stretch



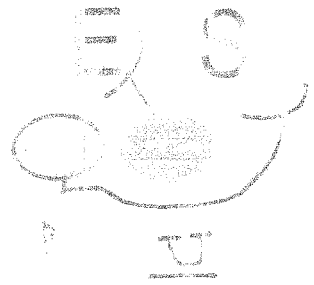
Stretch Joker

(G-Scheme) (U-Scheme) Rnr 31-37 G-U7A

Guard Bubble (4-9)

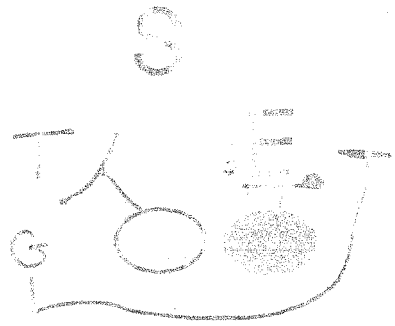


Guard Bubble (5-9)

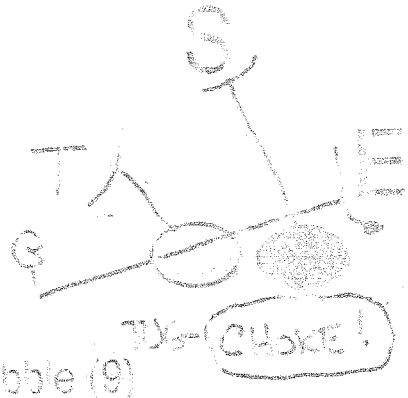


T Bubble (6-HIP)

T Bubble (6)

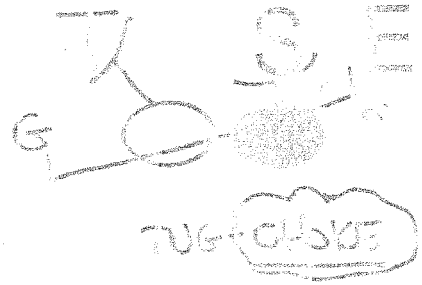


T Bubble (9)

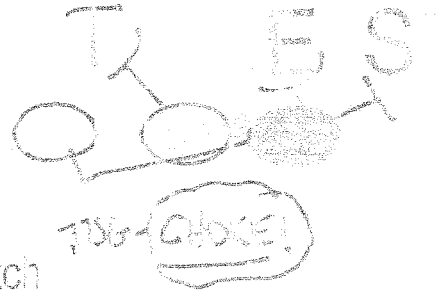


CHOKE CALL IF LEAVING 1 ON LOS OUTSIDE YOU FOR PULLING OG.

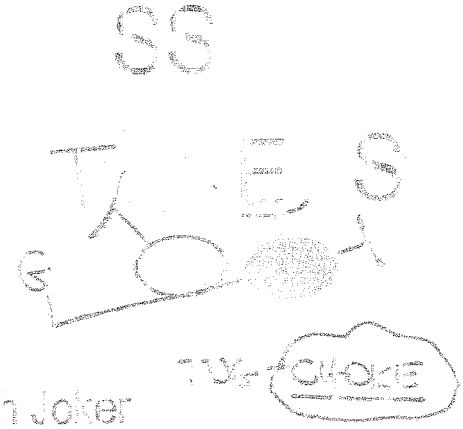
Switch



Stretch

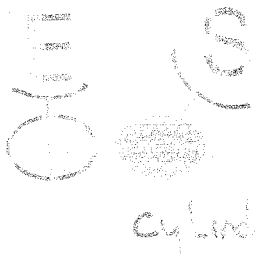


Stretch Joker

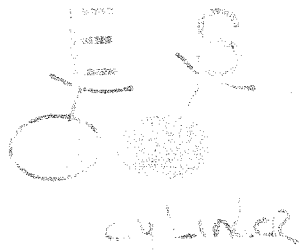


(bubble scheme) H-U2-U3 LEAD

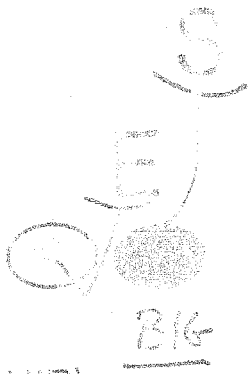
Guard Bubble (4-9)



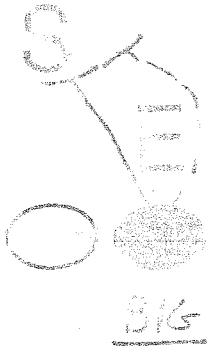
Guard Bubble (5-9)



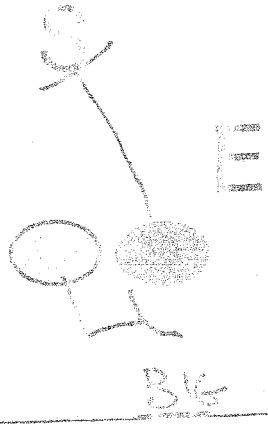
T Bubble (6I-HIP)



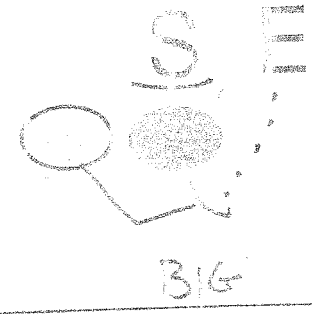
T Bubble (6)



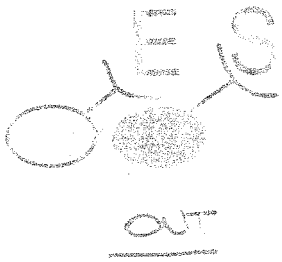
T Bubble (9)



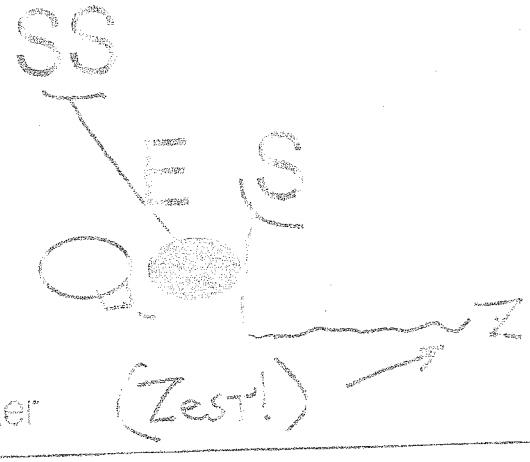
Switch



Stretch

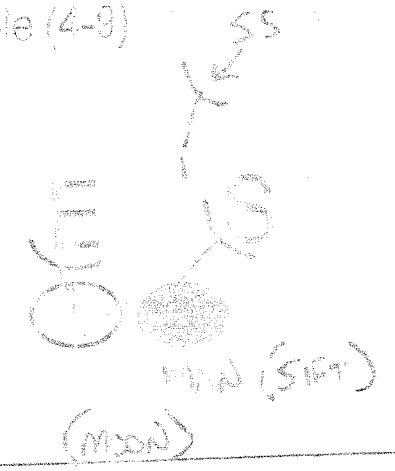


Stretch Joker

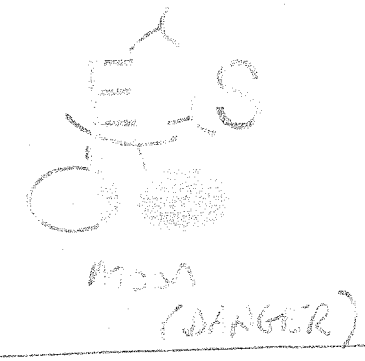


INSIDE ZONE) RIDE 34-36 ZONE (BACKSIDE)

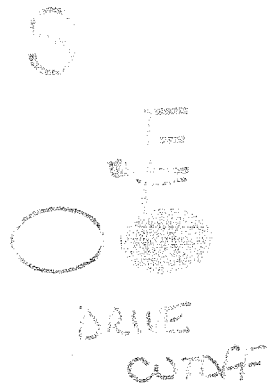
Guard Bubble (4-9)



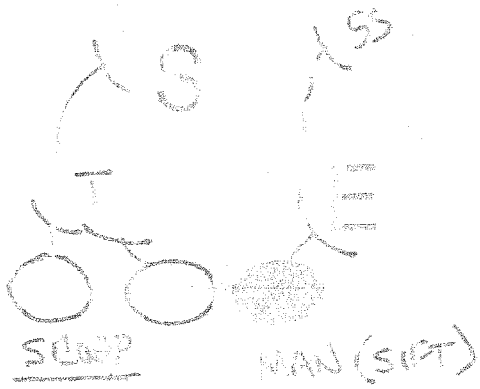
Guard Bubble (5-9)



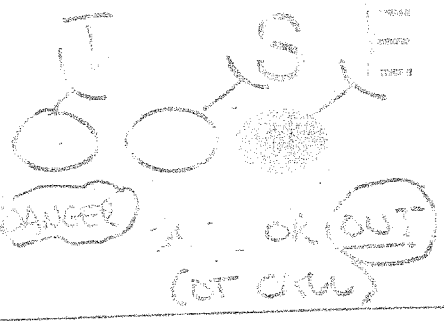
T Bubble (6I-HIP)



T Bubble (6)



T Bubble (9)



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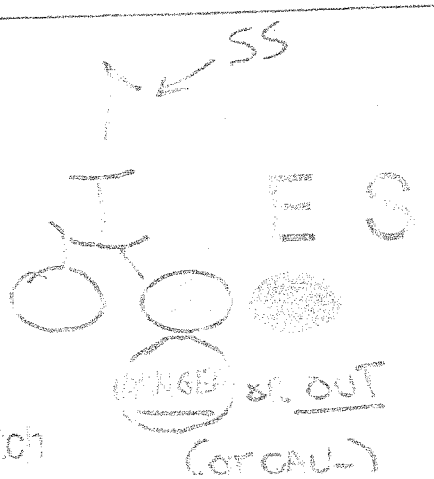
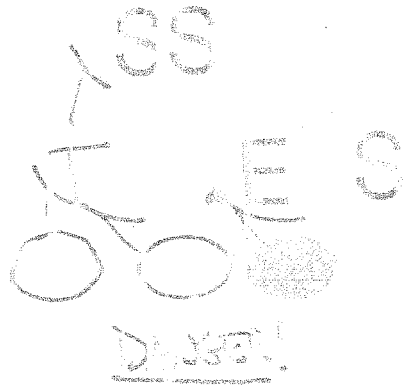


Stretch

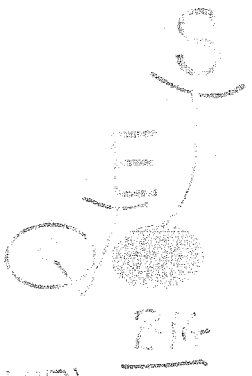


Stretch Joker

(DEAD SOUSMIC) H-42-45 LEMO

Guard Bubble (4-9)

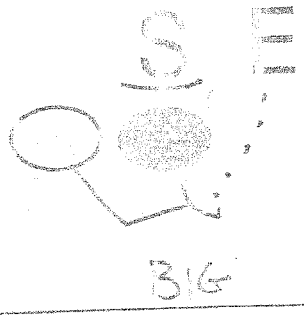
Guard Bubble (5-9)



T Bubble (GI-HIP)

T Bubble (6)

T Bubble (9)



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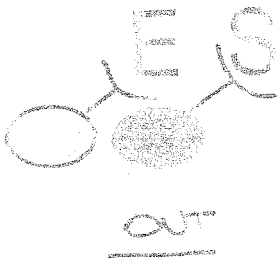
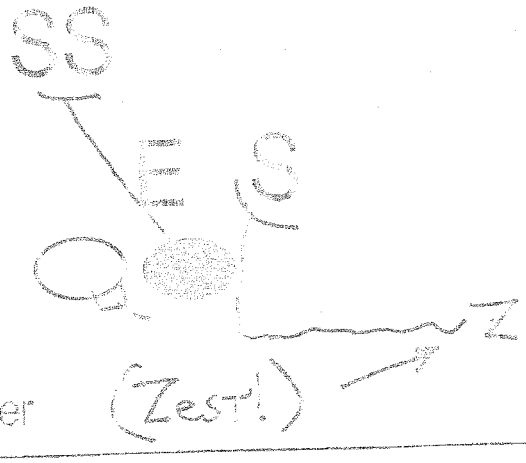


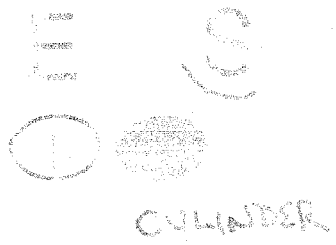
Stretch



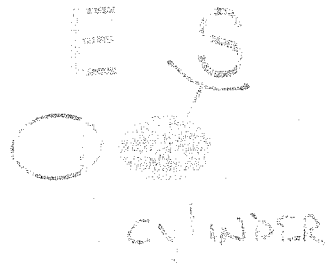
Stretch Joker

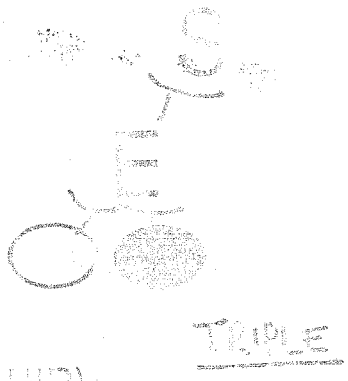
SLANT 14-15 Belly

Guard Bubble (2-9)

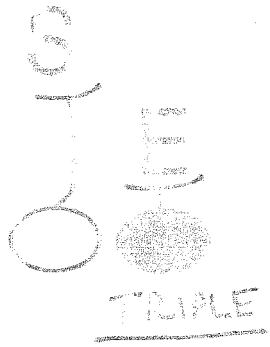


Guard Bubble (5-9)

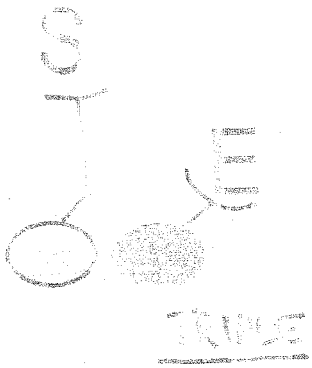




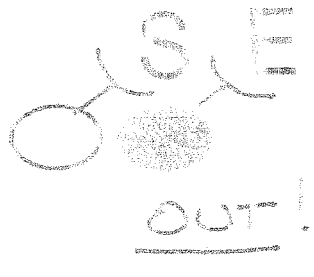
T Bubble (6)-HIP)



T Bubble (6)



T Bubble (9)



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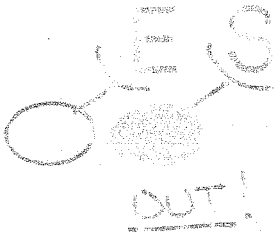
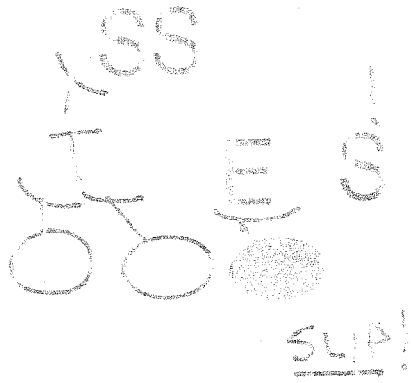


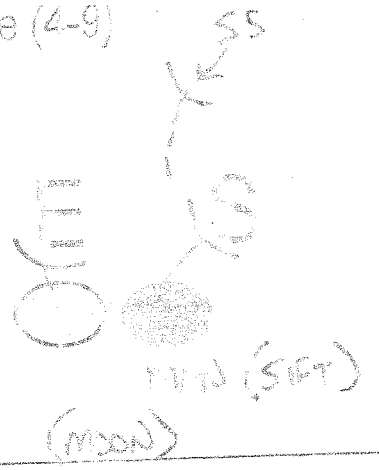
Stretch



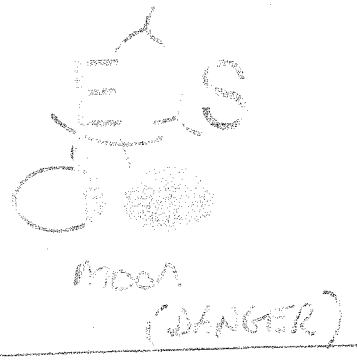
Stretch Joker

INSIDE ZONE) RIDE 31-35 ZONE (BACKSIDE)

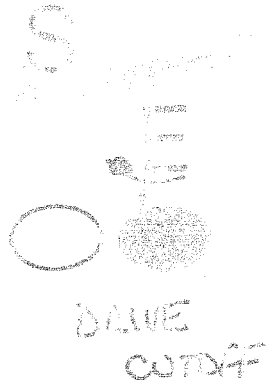
Guard Bubble (4-9)



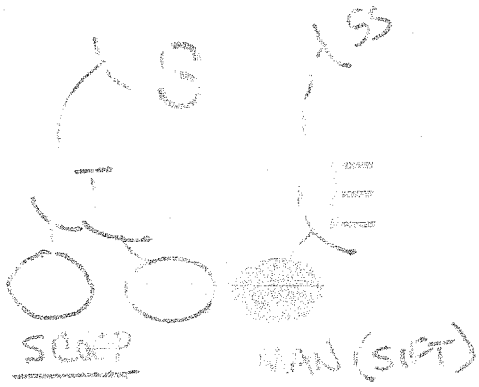
Guard Bubble (5-9)



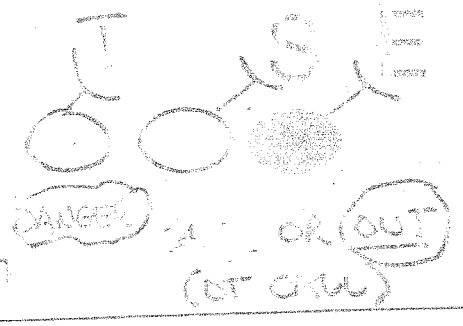
T Bubble (6I-HIP)



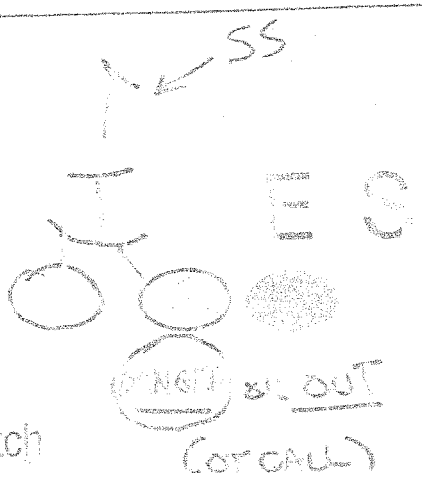
T Bubble (6)



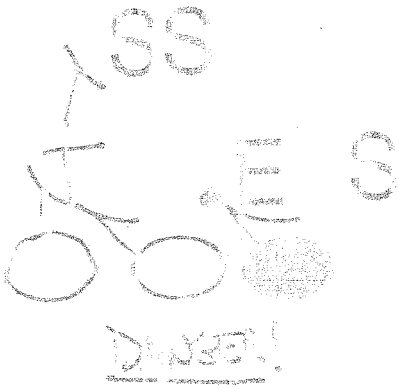
T Bubble (9)



Switch

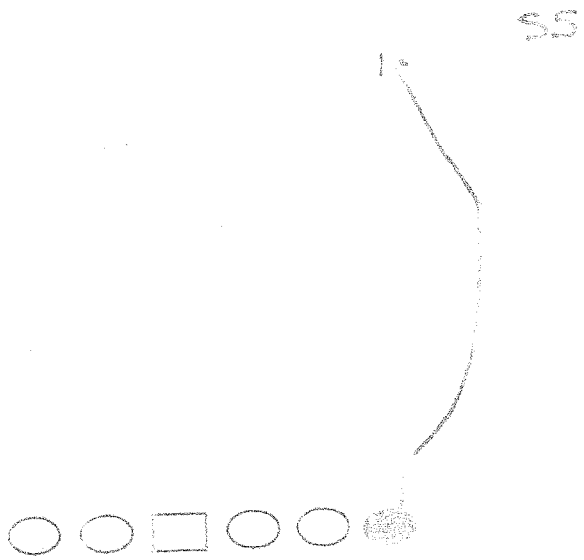


Stretch

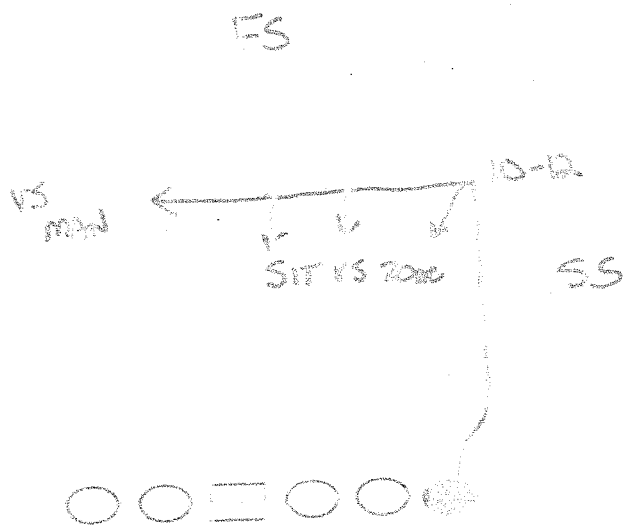


Stretch Joker

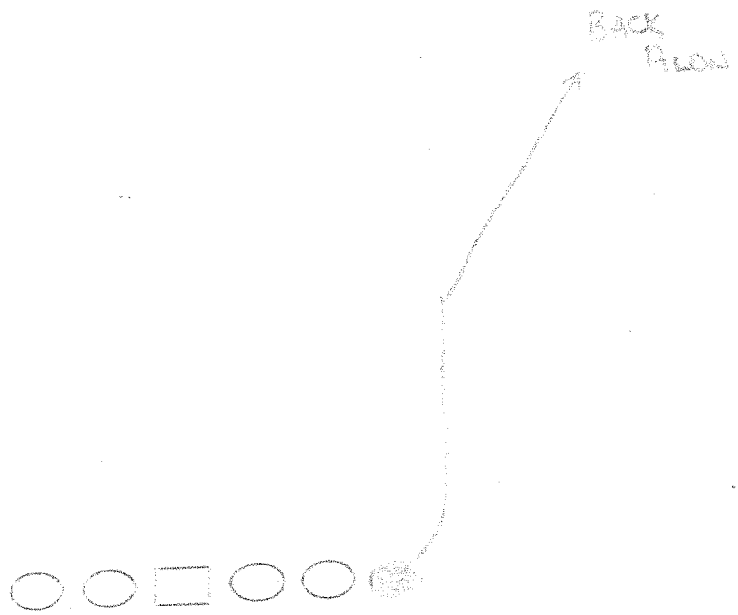
ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
MIDDLE READ VS COVER	BEST		TAKE MIDDLE



ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
MIDDLE READ VS. CLOSED	BEST	10-12.	Find Void in Zone Separate VS. MAN WIN!

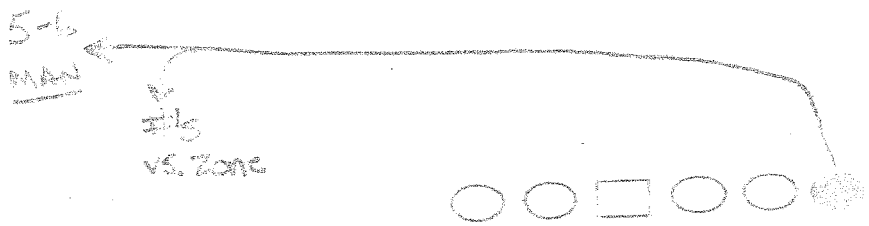


ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
FLAG	BEST	10-12	Keep High!

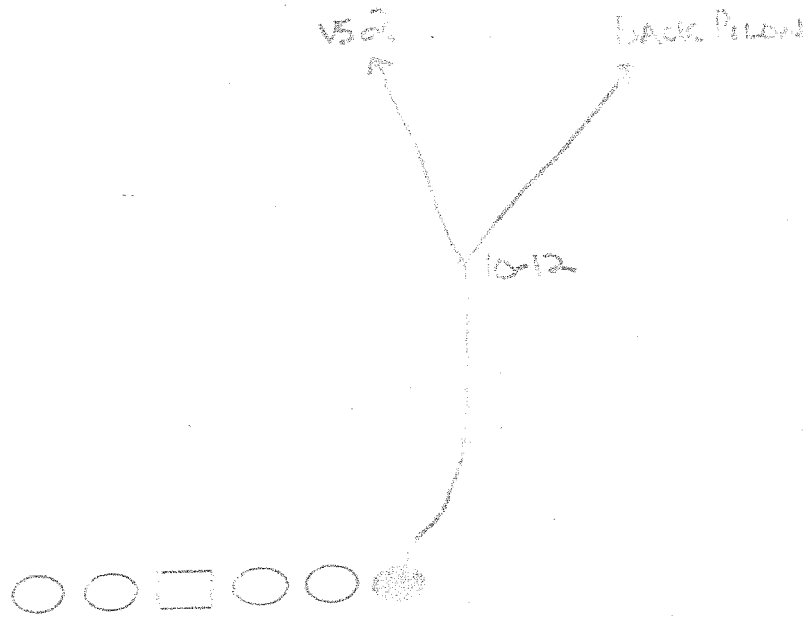


QB CAN BRING YOU DOWN WITH THROW - Keep High!

ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
SHADOW	INSIDE/BEST	5-6	SIT IN VOID AT OPPOSITE #'S VS. ZONE.

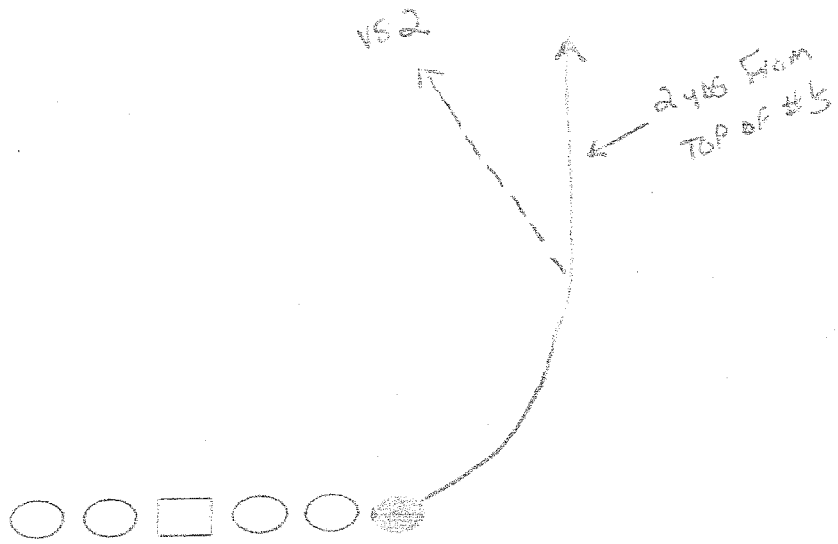


ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
CHOICE	5:45T	10-12	Post vs 2 ONLY FLAG



ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:

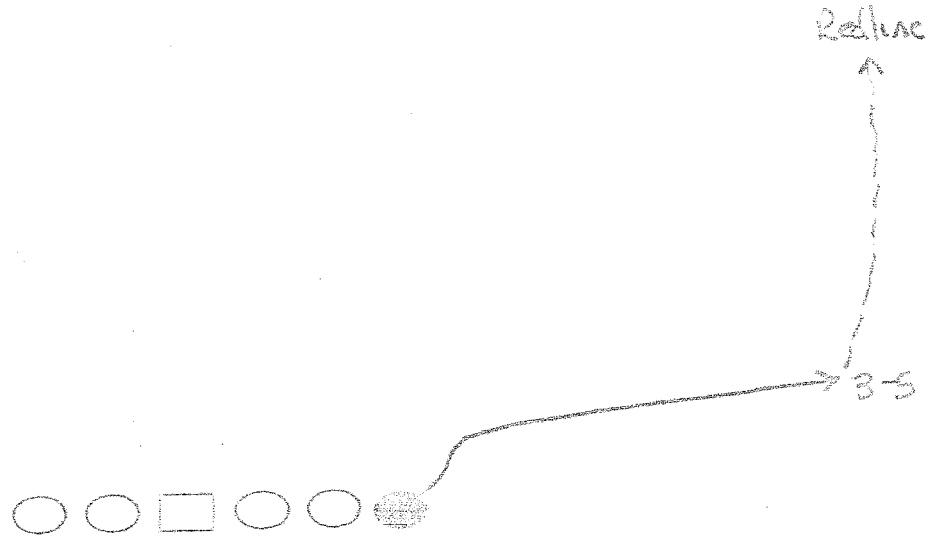
ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
QUICK SEAM READ	OUTSIDE / BEST		POST VS 2 ONLY



LOOK ON 3RD STEP!

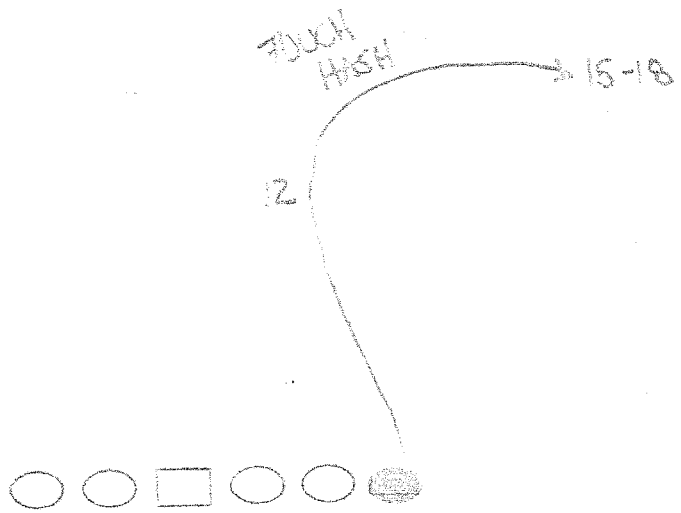
RUN THRU COVERAGE

ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
DIAGONAL	OUTSIDE	3-5 YDS	WHEEL AT #15 IF YOU DON'T GET BALL

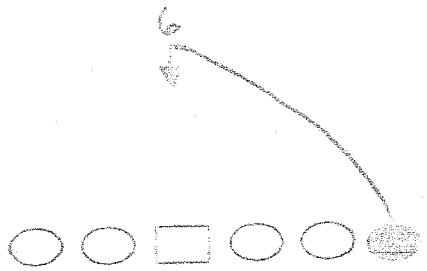


2ND CARD

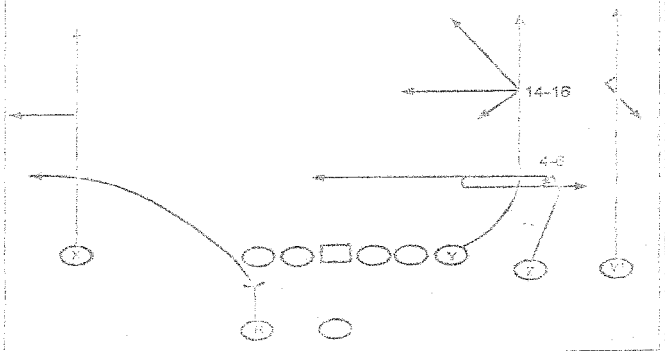
ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
SAIL	BEST	15-18	STEAM LASTS VOID



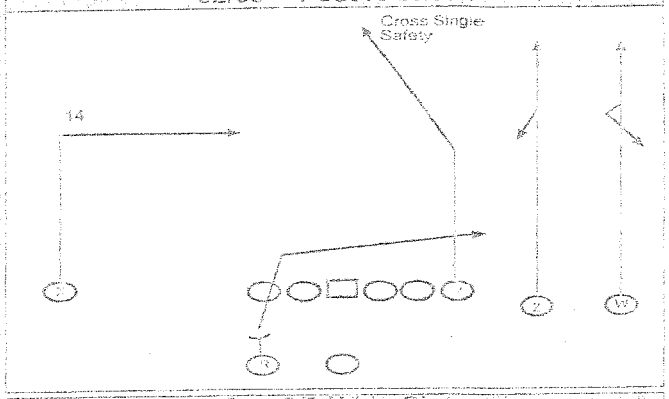
ROUTE:	RELEASE:	DEPTH:	ADJUSTMENT:
MIDDLE	INSIDE / BEST	6 YDS	QUICKNESS!



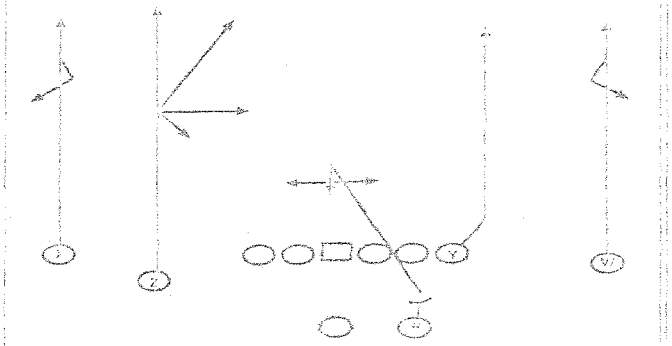
Gun 2/3 Wider
62/63 X-Read



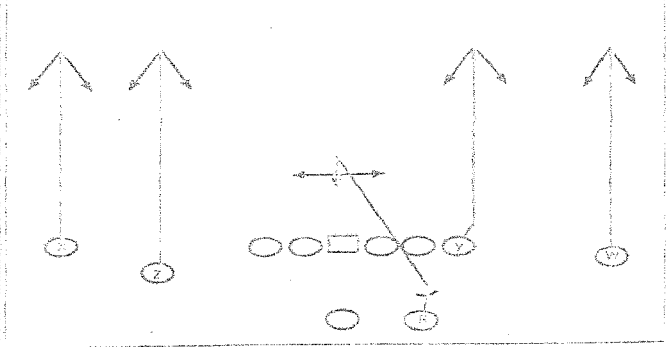
Gun 2/3 Wider
62/63 Y-Post R-Sneak



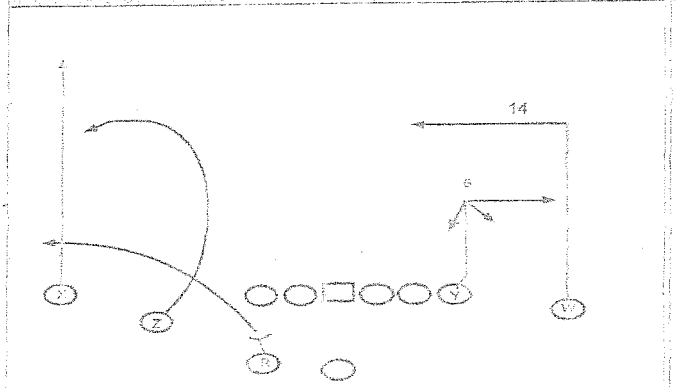
Gun 8/9 Wide Slot
76/77 Streak (Y-Hook)



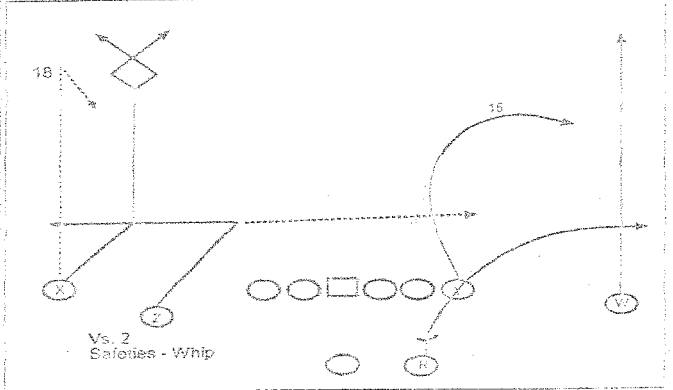
Gun 8/9 Wide Slot
76/77 Sticks



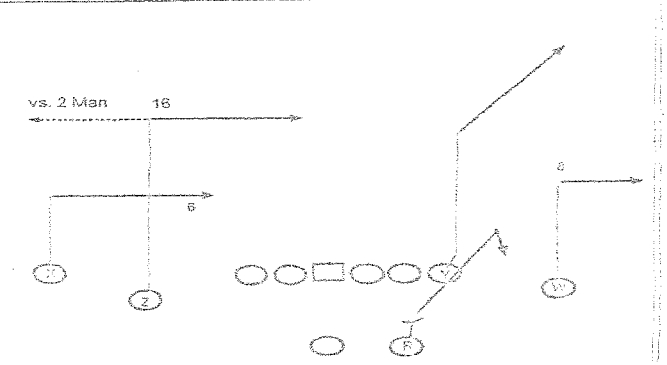
Gun 2/3 Wide Slot
62/63 Y-Hot Z-Sail



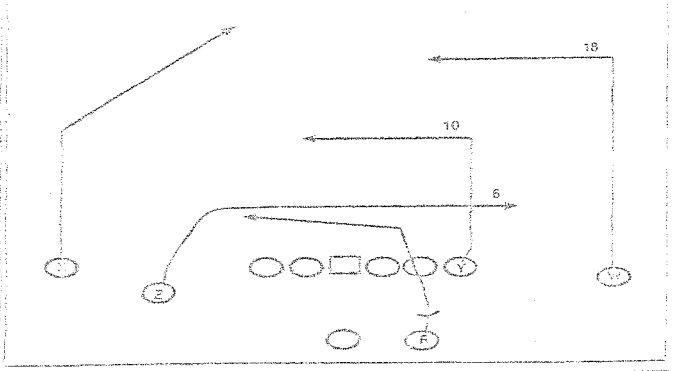
Gun 8/9 Wide Slot
76/77 Y-Sail X-Take-It



Gun 8/9 Wide Slot
76/77 Z-Out Y-Flag Z-Do

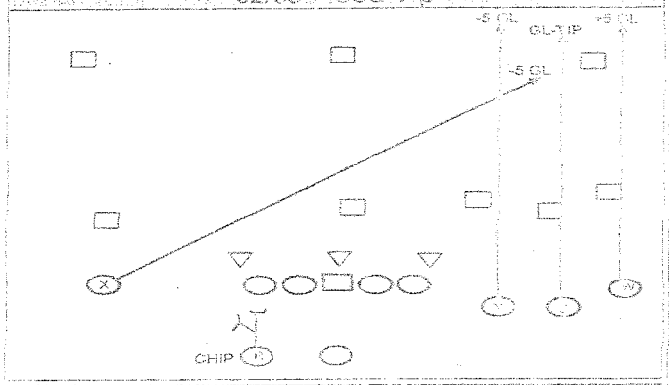


Gun 8/9 Wide Slot
76/77 Dig Z-Shallow (R-Sneak)

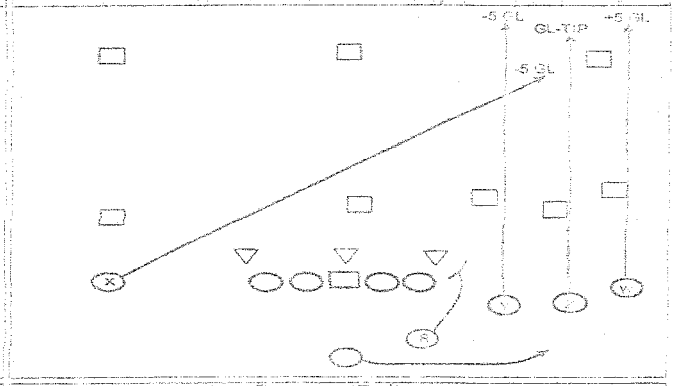


TEXANS PERSONNEL

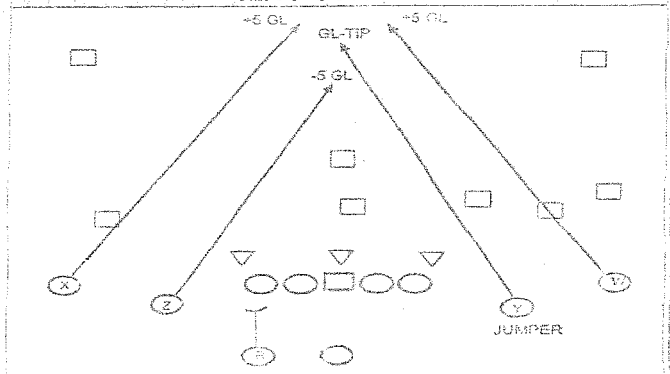
Texans Rt/Lt
62/63 Flood Tip



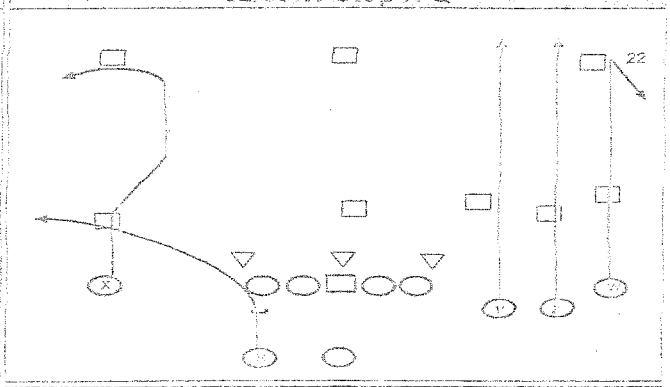
Texans Rt/Lt
258/259 Flood Tip



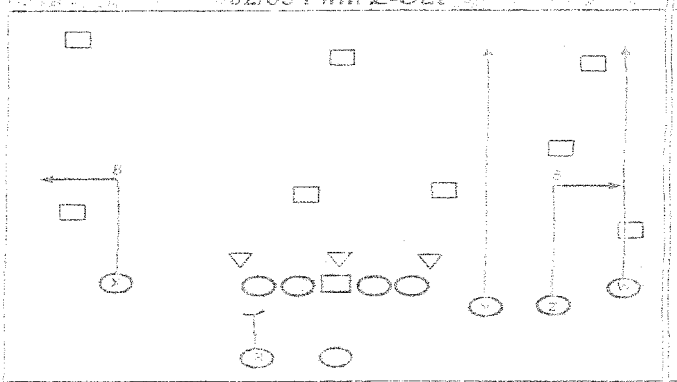
Texans Half Rt/Lt
62/63 Goal Post



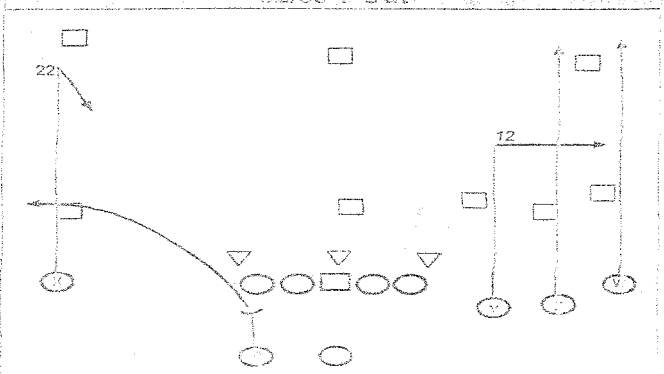
Texans Rt/Lt
62/63 W-Stop X-Q



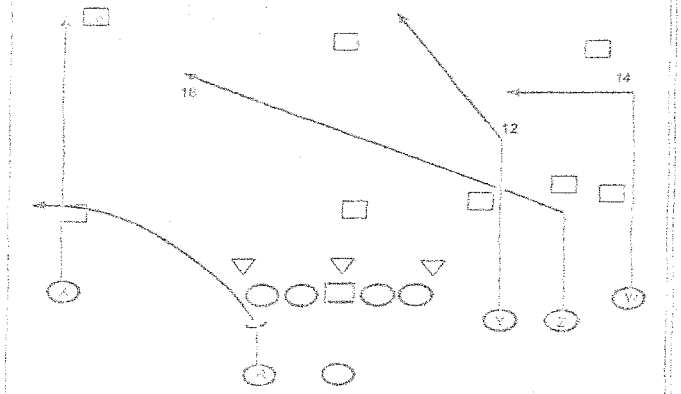
Texans Rt/Lt
62/63 Firm Z-Out



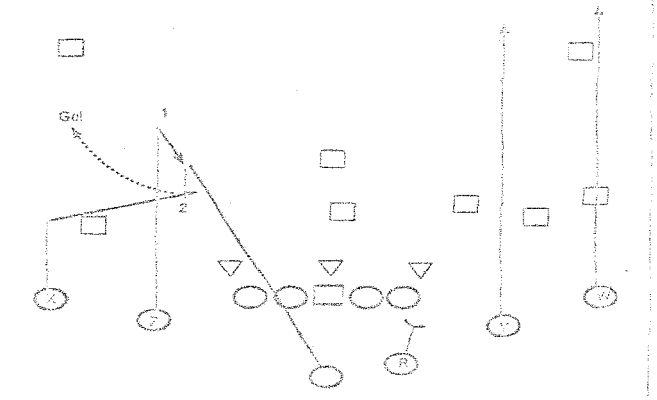
Texans Rt/Lt
62/63 Y-Cut



Texans Rt/Lt
62/63 Z-Cross



Texans Half Rt/Lt
76/77 Semi Hook & Ladder



I. Week #1 - 4 Coaching Sessions (May 19th, 20th, 21st, 22nd) 5 Days Off/Memorial Day

II. Week #2 - 3 Coaching Sessions (May 28th, 29th, 30th) 2 Days Off

III. Week #3 - 4 Coaching Sessions (June 2nd, 3rd, 4th, 5th) 3 Days Off

IV. Week #4 - 3 Coaching Sessions (June 9th, 10th, 11th) 4 Days Off

V. Week #5 - 3 Day Mini Camp (June 16th, 17th, 18th) 5 1/2 Weeks Off

Begins May 19th Ends June 18th = 4 1/2 Weeks

1. Begins May 19th, 2002 - Ends June 11th, 2002

Daily Schedule #1	Daily Schedule #2
6:00 AM - 9:00 AM - Breakfast / Taping	
7:30 AM - 8:00 AM - Special Teams Meet	
8:00 AM - 9:00 AM - Offense Meet / Defense Lift	
9:00 AM - 10:00 AM - Defense Meet / Offense Lift	
10:00 AM - 10:15 AM - Travel to Practice Fields	
10:15 AM - 12:05 AM - Coaching Session/On Field	
12:05 PM - 1:30 PM - Lunch	

3. Extra Weight Training Will be Scheduled Around Meeting Time and Coaching Sessions

1. Mon., June 16 - 2 Practices
   Tues., June 17 - 2 Practices
   Wed., June 18 - 1 Practice